

## Games and Parts Price List EFFECTIVE MARCH 26, 1984

More Than 25 YEARS of Quality GAMES & Components

## PRICE LIST INDEX

Ordering Information	3
Fantasy and Role-Playing Games	4
Introducing Heroes	5
Victory Games: James Bond Role-Playing	6
Victory Games: Military Simulations	7
Fantasy & Science Fiction Games	8
Avalon Hill Strategy/Wargames	9-12
Video Games	13
Avalon Hill Microcomputer Games 1	4-17
Leisure Time/Family Games1	
Avalon Hill Sports Illustrated Games	
Magazines	21
Miscellaneous Merchandise	22
Puzzle Sticks—Sizzling Offer on page	23
Discontinued Parts List	24-26
How to Compute Shipping	27
Telephone Ordering	27



### THE AVALON HILL GAME COMPANY 4517 Harford Road Baltimore, Maryland 21214

Numbered circles represent wargame complexity rating on a scale of 1 to 10: 10 being the most complex.

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.

Complete AVALON HILL GAMES are available wherever good games are sold. Please check with your favorite games store.

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.) All orders are subject to final sale. 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, MASTERCARD, 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".

AVALON HILL'S LARGE FULL COLOR CATALOG featuring Strategy Wargames, Science Fiction and Fantasy Games, Sports Games, Leisure Time Games, Microcomputer Games and more. \$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.

**QUESTIONS:** Kindly send a self-addressed, stamped envelope when sending letters to us on game questions requiring a reply.

Prices subject to change without notice.



## Fantasy & Role Playing Games



\$24.00

**Powers & Perils**, our exciting entry into this fascinating field, features infinitely variable, comprehensive systems guaranteed to challenge the newest novice and the williest veteran. For worlds without limit and adventure without end, **Powers & Perils** is a game without parallel.

Game Includes:

Five exciting books:	
Character Generation	
Combat & Magic	
Creature & Encounters	
Humans & Treasures	
County Mordara	
Character Record Pad	
One Six-Sided Die and	
Two Ten-Sided Die	1.50

Furthering our commitment to Role Playing, we proudly present:



Lords of Creation: entirely new; the unique role playing system that can be set in any time frame: past, present and future. Complete game for only \$12.00.

**The Horn of Roland** is a special adventure to start new characters on their path toward becoming one of the Lords of Creation. Includes Adventure Book and 5 Adventure Sheets for only **\$8.00**.

The Yeti Sanction, another adventure module for Lords of Creation. Includes rules, a Gamemaster's Screen and 2 Adventure Sheets for only **\$8.00**.

**Omegakron**, Lords of Creation adventure module. Includes rules, Adventure Sheets and a Character Record Pad. **\$8.00** 

#### RuneQuest



## COMING IN MAY

#### STRATEGIST'S CLUB AWARD WINNER

**RuneQuest:** The designers of RuneQuest and RuneQuest supplements have joined forces with Avalon Hill to bring you the all-new third edition of the classic role player's game.

Look for the biggest & best RuneQuest ... soon at stores near you!

## Introducing . . .

Avalon Hill's Role-Playing Magazine

"Pssst, are you a hero?" "What do you mean?" "Do you like to role-play?" "Sure."

"Play only the best games?" "Certainly."

"Then you need HEROES Magazine. In each 48-page issue, you'll find articles about your favorite role-playing games from Avalon Hill and Victory Games. Some of them are written by the best designers in the hobby, but mostly by gamers like you who only want the best ... or nothing at all."

"Tell me more!"

"All right. How about an adventure in every issue? Columns by the hobby's leading lights about numerous aspects of role-playing. Materials the judge can use to make his campaign original and fresh. New rules and modifications to the games themselves. HEROES has it all there: the flashing swords of heroic fantasy, the shimmering beauty of fantasia, space opera and honest-to-god intelligent science-fiction.

"Plus, you'll find all the latest news about coming Avalon Hill and Victory Games products. And with no paid advertising, you'll get a lot more for your money."

"Sounds like HEROES wants you to try Avalon Hill and Victory Games products."

"Well, the games sell themselves. What HEROES wants to be is the best role-playing magazine in the hobby. Period."

(If you're not convinced yet to try HEROES on a regular basis, order a sample issue—see current Parts List for cost.)

## **Special Offer!**

Between now and 31 August 1984, there is a special charter subscription rate: a full year subscription is \$10. After August 31st a 1 year, 6 issue subscription will revert to \$12. (\$18. for a 2 year subscription). Canada, Mexico and Overseas Residents see page 21 (under magazines) for overseas postage rates.

There is no special charter subscription rate for a 2 year subscription. Single issues are \$3.

## **Enter the Victory Games World** of Role Playing In Her **Majesty's Secret Service**

#### **NEW ADVENTURE MODULES!** DR. NO

Unravel the mystery of Dr. No. with film characters and locales. Comps: 48-page Gamesmaster Guide, M.I.6 Agent Dossier with **8 Mission Sheets** and screen with maps. \$7.95



#### **NEW SUPPLEMENT!** FOR YOUR

INFORMATION New Rules and Special Features for the James Bond 007 Gamesmaster. Comps: 72-page rules booklet, pad of M.I.6 Dossier forms, Pad of M.I.6 Documentation forms, Pad of NPC cards. \$8.95

weapons.

\$9.95

JAMES BOND FOR YOUR INFORMATION



\*

JAMES BOND

Note: Ownership of the BASIC GAME is necessary to play these modules and supplements.

### **BASIC GAME**



#### BASIC SET BASIC GAME The complete BOOK James Bond 007

Game players'

**Basic Game** 

Records, two

10-sided dice.

6-sided and two

book, 12

\$12.95

Character

package. Comps:

The Basic Game book inlcudes all rules for the James Bond 007 Game, an introductory adventure teaches players the rules while getting them right into the action. \$9.95

#### SUPPLEMENTS

GAMESMASTER **Q MANUAL** SUPPLEMENT PACK SUPPLEMENT With over 150 Adds secrecy and illos, this supplevisual aids to the ment includes James Bond 007 Game. Comps: vehicles and 11" × 32" GM covert devices Screen, 23 action from the movie series, plus other figures with bases, 40 Charitems players can acter Records. use on a mission. Map grid. \$8.95

### **ADVENTURE MODULES**



GOLDFINGER Adventure based on the exciting original movie. Comps: 48-page Gamesmaster Guide, M.I.6 Agent Dossier with 8 Mission Sheets, and folder with maps. \$6.95



#### OCTOPUSSY

Film characters and locales. Comps: 48-page Gamesmaster Guide, M.I.6 Agent Dossier with 8 Mission Sheets, and sfolder featuring roques





VIETNAM: 1965-1975 (9)	with
control.	
Mapsheets A & Bea.	6.00
Rules Booklet	4.00
Counter Sheets:	
#1, #2, #3ea.	3.00
TIME SCALE: Two turns per season.	
MAP SCALE: 6 miles per hex.	
UNIT SCALE: Division/Regiment/Battalion.	
PLAYERS: Two.	
PLAYING TIME: From 6 hours for a short scenar	ioto
100 or more hours for an entire campaign.	

THE CIVIL WAR ⑦\$18	B.00
Mapsheets A & Bea. 6	6.00
Rules Booklet	4.00
Chart Card	2.00
Counter Sheets	
#1 Points	
#2 Leadersea. 3	3.00
NATO (5)\$1	5.00
The next war in Europe, pitting NATO again	inst
Warsaw Pact forces, in a sophisticated, easy	
learn simulation game designed to be playa	able
in one gaming session.	
Mapsheet	6.00
Rules Booklet	4.00
Display Cards (2)	3.00

HELL'S HIGHWAY (7)	20.00
Mapsheets Aea.	6.00
Rules Folder	4.00
Chart Card	2.00
Counter Sheets	
#1 Allied	
#2 German/Miscea.	3.00

Counter Sheets (2) ..... 5.00

## Military Simulations from



1809: NAPOLEON'S DANUBE	
CAMPAIGN ⑦\$	18.00
Operational level game that re-enacts Napole entire campaign in Austria.	eon's
Mapsheets: Western, Central,	
Eastern (Includes Organization	
Displays)ea.	6.00
Rules Booklet	4.00
Counter Sheet	3.00
TIME SCALE: Two days per turn.	
MAP SCALE: 2 miles per hex.	
UNIT SCALE: Division/Brigade.	
PLAYERS: Two.	
PLAYING TIME: From 3 hours for a short scen	nario,
to 20 or more hours for an entire campaign.	-
AMBUSH (5)	

during World War Two.	
Mapsheets A & Bea. 5	6.00
Rules Booklet 5	00.
Paragraph Booklet 4	.00
Character/Vehicle Cards (82) 4	.00
Mission Cartridges (19) 10	.00
Cartridge View Sleeve 3	.00
Player Aid Card 2	.00
Squad Record Pad 2	.50
Decimal Die 1	.00
MOVE OUT (5	2.00
Ambush Module-(Available Summer '84)	

GULF STRIKE (9)	30.00
Mapsheets A & Bea.	6.00
Mapsheets C & Dea.	6.00
Rules Folder	5.00
Counter Sheets:	
#1 Arab, #2 Russian, #3 USA/Markers	
#4 Misc. Markersea.	3.00
Tables/Charts Booklet	2.00
Special Die	1.00

© Danjag S.A. (1961) © Eon Productions Limited/Glidrose Publications Limited (1984)

## FANTASY and **SCIENCE FICTION GAMES**

### \* DRAGON PASS 6

KELRIC 3

Recreate the epic battles between Satar and the Lunar Empire. This game requires careful use of magic, allies, and the gods of Glorontha to gain the advantage.

An easy-to-learn game of world conflict gamers manipulate armies and personalities of mythical nations in a fantasy board game involving mighty spells, ancient artifacts, and fearsome dragons. Based on the Michael Moorcock epics.

#### \* New for 1984

LPHA OMEGA (4)	14.00	FREEDOM IN THE GALAXY (4)(7)& (10)	21.00	STARSHIP
Mapboard	8.00	Mapboard	8.00	Mapboard.
Rules 2nd Ed	4.00	Rules	3.00	Rules
Counters:		-Counters:		Alien Count
Identification	3.00	Section No. 1	3.00	Terran Cou
Ship	3.00	Section No. 2	3.00	Map/Roste
.og Pad	3.00	Galactic Guide	3.00	CRT
Same Tables Card	1.00	Set of Player Cards	7.50	
		Charts & Tables Card	2.00	TITAN (4)
MOEBA WARS (4)	16.00	Track Record Card	2.50	Mapboard .
Mapboard	8.00			Rules
counters: (2) EA.		THE LEGEND OF ROBIN HOOD (4)	6.00	Counters (8
tules	3.00	Mapboard	4.00	Hit Marker
layer Aid Card Set	2.50	Rules	3.00	Battlelands
ower Rating Card	2.50	Counters	3.00	Set of 11
		oounion and a second seco		
OWN WITH THE KING (5)	11.00	MAGIC REALM (9)	16.00	UF0 (1)
lules	4.00	Boards: Specify Elf, Fabulous,		Mapboard .
et of Playing Aid Cards	3.00	Myriad, Witch	3.00	Rules
vent Cards	4.00	Rules	4.00	Counters
ecord Pad	2.50	Major Counters	3.00	
ounters	3.00	Minor Counters	3.00	WITCHCRA
		Treasure Spell Cards	2.00	Instructions
RAGONHUNT (3)	16.00	Personal History Pad	3.00	
Mapboard .	8.00	Treasure Set-Up Card	1.00	WIZARDS (
ules	4.00	Character Cards Deck	2.50	Mapboard .
layer Counter Sheet	3.00		2.00	Rules
fiscellaneous Counter Sheet	3.00	MYSTIC WOOD (2)	11.00	Counters.
et of Playing Cards	3.00	Set of Map Tiles	6.00	Hex Territor
		Rules	3.00	Task, Wiza
UNE (3)	16.00	Deck of Role Cards	4.00	Gem Card
Appoard	8.00	Set of Pawns	1.00	Record Boa
ules	3.00	octor and a second seco	1.00	Record She
eader Counters	3.00	V a chi		Plastic Char
pice & Combat Counters	3.00			
haracter Shields:				WIZARD'S
(Specify by Character)	1.00	The sol		Mapboard .
layer Aid Pad	3.00	E 33		Rules 3rd E
ombat Wheel w/Pin	1.50	June ( )		Counters.
pice/Treachery Cards Set	3.00	Part and all		Petition Car
	0.00	and and		

21.00	STARSHIP TROOPERS (5)	16
8.00	Mapboard	8
3.00	Rules	4
	Alien Counters	3
3.00	Terran Counters	3
3.00	Map/Roster Pad	2
3.00	CRT	1
7.50		
2.00	TITAN ④	16
2.50	Mapboard	8
	Rules	3
6.00	Counters (8) EA.	3
4.00	Hit Marker Counters	3
3.00	Battlelands Displays	
3.00	Set of 11	3
	and the second second second	
16.00	UFO (1)	6
	Mapboard	6
3.00	Rules	2
4.00	Counters	3
3.00		
3.00	WITCHCRAFT KIT	10
2.00	Instructions	3
3.00		
1.00	WIZARDS (6)	20
2.50	Mapboard	8
	Rules	3
11.00	Counters	3
6.00	Hex Territory Tiles	3
3.00	Task, Wizard, Event &	
4.00	Gem Cards Set	6
1.00	Record Board Card	1
	Record Sheet Pad	3
	Plastic Character Bases Set (4)	1
	WIZARD'S QUEST (2)	16
	Mapboard	8
	Rules 3rd Ed.	2
	Counters	3
	Petition Cards Set	3

PARTS

PARTS

Mapboard: 8.00

**Rules: 4.00** Chit/Table Card: 1.00

Mapboard: 8.00

**Rules: 4.00** 

TRADADERA (F)

Counters A&B: 3.00 ea.

Counters A,B,C,D,: 3.00 ea.

: 00

8.00

.00 00.8

00.4

.50

.00

00

.00 .00

.00 00 00 .00 .00 .00 .00 00 00.8 00 .00 .00 .00 .50 00 .50 .00 .00 00 00 .00 .00 .00

\$16.00

\$16.00

Numbered circles represent complexity rating on a scale of 1 to 10: 10 being the most complex.

## STRATEGY/WARGAMES

from

**Avalon** 

Hill

PRICE



\* PANZERGRUPPE GUDERIAN ④ The in depth study of the German offensive into \$18.00 Russia during WWII.

SINAI FRONT (6) (Available Summer '84) \$22.00 The first operational-level historical board game based on the Yom Kippur Wars of '73.



PARTS Mapboard: 10.00 **Rules: 4.00** Unit Counters: 3.00 Player Aid Cards (2): 2.00

PARTS Mapboards-specify (1,2,3,4,5 or 6): 3.00 ea. Unit Counters-specify (Egyptian, Israeli or Halfsheet): 3.00 ea. **Rules: 4.00** Playing Aid Card Pad: 3.00

#### Numbered circles represent complexity rating on a scale of 1 to 10: 10 being the most complex.

Numbered circles represent de	inplexity fatting off a source		tor to boing me the second	
AFRIKA KORPS (2)	Counters: Arab, Israeli	3.00	Utility Counters	
Mapboard	CRT Charts Folder	1.00	0/B Cards Set (2nd Ed.)	2.00
Counters			Playing Aids Card (2nd Ed.)	2.00
Rules (3rd Ed.). 4.00	ASSAULT ON		BISMARCK (4)(6)8(7)	16.00
TRC 1.00	CRETE/MALTA (5)	16.00	Search Board EA.	3.00
Situation Card 1.00	Mapboard: Maleme	3.00	Battle Board	5.00
CRT	Georgeopolis	3.00	Rules (2nd Ed.)	4.00
	Panormon	3.00		3.00
AIR FORCE (6) 16.00	Malta	3.00	Counters	1.00
Mapboard 8.00	Rules	4.00	Range Finder / Movement Guide	2.00
Rules 4.00	Counters: Allied & Axis	3.00	Playing Aids Card Set	2.50
Airplane Data Card Set 6.00	Player Aid Charts	1.50	Log Pad Bismarck Variant Kit	4.50
Counters. 3.00	-		Includes two variant mapsheets and V	
Log Pad	B-17 (Queen of the Sky) (3)	16.00	#2 of the General.	01. 10
	Mapboard (11 × 16)	8.00	#2 of the General.	
ALEXANDER (5) 14.00	Rules	4.00	BLITZKRIEG 6 7 thru 10	16.00
Mapboard 8.00	Counters	3.00	Mapboard	
Rules	Airplane Cards	6.00	Red Troop Counters	3.0
CRT 1.00	Mission Pad	2.50	Blue Troop Counters	3.0
Counters	Charts & Tables Pad	2.50	Rules	4.0
			Attrition Table Card	1.0
ANZIO (4)(7) thru (10) 14.00	BATTLE FOR ITALY (4)	6.00	0/A Card Set	2.0
Mapboard 8.00	Mapboard	4.00	Time Record Card	1.0
Rules (4th Ed.)	Rules	3.00	-	
Counters: Gr. Allied	Counters	3.00	BULL RUN (4)	16.0
Playing Aids Card Set (6) 1.50	Charts & Tables Card	3.00	Mapboard (4-section)	8.0
New Box 3.00			Rules	4.0
	BATTLE OF THE BULGE (4) '81 Edition	16.00	Counters	3.0
ARAB-ISRAELI WARS (8)	Mapboard (2nd Ed.)	8.00	Confederate Set-up Card	1.0
Mapboard: A,B,C,D	Rules (2nd Ed.)	4.00	Union Set-up Card	1.0
Rules 4.00	Unit Counters	3.00	Player Aid Card	1.0

\* New for 1984

9

#### Strategy/Wargames Continued

Inclusion does not be an an and the second				
CAESAR ALESIA	14.00	CROSS OF IRON (9)	16.00	FURY IN THE WEST (4)
Mapboard		Gameboard #5	3.00	Mapboard
Rules	4.00	Counters:		Rules
Roman Troop Counters	3.00	Infantry A	3.00	Counters
Gallic Troop Counters	3.00	Infantry B	3.00	Player Aid Card
CRT	1.00	Artillery	3.00	Strength Record Chart:
Offboard Movement Chart	1.00	German Vehicle	3.00	Confederate
		Russian Vehicle	3.00	Union
CAESAR'S LEGIONS (5)	13.00	Rules (3rd Ed.)	4.00	
Mapboard	8.00	Scenario Cards/CRT Set	3.00	GETTYSBURG 36 &
Rules	4.00	Series 100, Pad of 10	5.00	Mapboard
Con. Movement & Ambush Card	1.00	DAUNTLESS (7) '81 Rev. Edition	16.00	Rules
Roman Troop Counters	3.00	(Must have AirForce game to Play)	10.00	Counters (2)
German Troop Counters	3.00	Rules	4.00	Formation Markers (2)
Set of Tactical Maneuver Cards.	1.00	Airplane Data Cards Set		CRT/OB Cards Set
		Counters (Allied, Japan)		
CHANCELLORSVILLE (4)	14.00	Log Pad	2.50	G.I. ANVIL OF VICTORY (
Mapboard	8.00	Lograu	2.50	Mapboards 8, 12, 13, 14 & 1
Rules	4.00	D-DAY (2)	14.00	Rules (2nd Ed.)
TRC/OB Card	1.00	Mapboard	8.00	Counters:
CRT/TEC Card	1.00	Counters	3.00	U.S. Armor
Counters	3.00	Rules (3rd Ed.)	3.00	U.S. Ordnance
		Time Record Card	1.00	British Armor
CIRCUS MAXIMUS (3)	9.00	CRT	1.00	U.S. Infantry
Boards 1,2,3EA.	3.00			U.S. & German SW; Fre
	3.00	DIPLOMACY (3)		British HS; SS & Unarm
Unit Counters Rules Manual (2nd Ed.)		Mapboard	8.00	German Infantry
	2.50	Rules		Scenario/Player Aid Card
Chariot Racing Pad	2.50	Basic Rules Sheet	1.00	Overlay (12 cards total)
CIVILIZATION (3)	22.00	Play-By-Mail Sheet	1.00	Additional Scenarios-300
Mapboard	8.00	Fleets & Armies (Complete Set)	4.00	~
Rules	3.00	(Plastic Color Co-ordinated)		GLADIATOR (4)
Counters:	0.00	Set of 7 Conference Maps	2.00	Mapboard
Italian/Asian	3.00	Gamers Guide	4.50	Counters
Allyrian/Egyptian		FLAT TOP '81 Edition (10)	00.00	Rules
Thracian/Babylonian	3.00			Log Pad
African/Assyrian	3.00	Mapboard		Plastic Stands (12)
Cretian	3.00	Ammunition Pad		-
Archeological Succession		Counters:	2.30	GUNSLINGER (5)
Table Card	2.50	Allied	6.50	Mapboards (8): A to H
Set of Trade Cards	5.00	Japan	6.50	Entire Set
Set of Civilization Cards	5.00	Info Counters	3.00	Rules
Player Mats (7)	3.00	Air Record Pad		Counters
New Trade Cards	4.00	Playing Aids Card Set	3.00	Set of Action/Result Cards
-	10.00	Air Operations Chart	4.00	Set of Player Aid Cards
CONQUISTADOR (7)	<b>18.00</b> 8.00			Legend Pad
Mapboard		FORTRESS EUROPA (7)	16.00	0
Rules Counter Sheet #1	3.00	Mapboard	8.00	GUNS OF AUGUST (5)
Counter Sheet #2	3.00	Allied Counters	3.00	Mapboard
Playing Aids Card Set		German Counters	3.00	Counters 1,2,3 & 4
Expedition Log Pad	3.00	Rules (2nd Ed.)	4.00	Rules (2nd Ed.)
Expedition Log Pau	5.00	Playing Aid Card Set	4.00	Playing Aid Cards Set (2)
CRESCENDO OF DOOM (10)	16.00	~		HUNDRED DAYS BATTLES
Mapboard #6, #7		FRANCE 40 (4)		Mapboard
Counters:	5.00	Mapboard	8.00	Rules
French Infantry	3.00	Counters.	3.00	Counters
British Infantry		Rules	2.00	
Neutrals Armor & Ordnance	3.00	Campaign Analysis	2.00	JUTLAND (6)
French Armor & Ordnance	3.00	0/B Cards Set	2.00	Rules
British Armor & Ordnance	3.00	Dyle Plan Folder	1.00	Set of Task Force Cards:
British Armor		CRT Sheet.	1.00	Gunnery Tables (4)
Rules	4.00	FREDERICK THE GREAT (4)	12.00	Counters: British. Ger.
Scenario/CRT Card Set	3.00	Mapboard	8.00	Range Finder/Area Marker
Series 200, Pad of 10	5.00	Rules	3.00	Maneuver Gauge
Rogue Scenarios, Pad of 12		Counters	3.00	Hit Record Pad. Brit., Ger.
		-		

THE WEST (4)	15.00		100
d	8.00		80
	4.00		
	3.00		
1 Card	1.00		
Record Chart:			
lerate	1.00		
	1.00		
	1.00		
URG (3)6) & (10	16.00		
			82
d	8.00		
	4.00		÷.
(2) EA.	3.00	/-	
Markers (2)	2.00		
	2.00		
Cards Set	2.00		
-			
LOFVICTORY 10	30.00		
ds 8, 12, 13, 14 & 15	3.00		
	4.00		10
1d Ed.)	4.00		
rmor	3.00		1000
rdnance	3.00		
Armor	3.00		
			1
fantry	3.00		82
German SW; French HS	3.00		
HS: SS & Unarmed Inf	3.00		
n Infantry	3.00		
	5.00		82.
Player Aid Card Pad/Terrain			10
(12 cards total) (2nd Ed.)	4.00		
Scenarios-300 Series	5.00		
OR (4)	0.00		
	9.00		
d	4.00		
	4.00		
	3.00		
	3.00 3.00		
• • • • • • • • • • • • • • • • • • • •	3.00 3.00 2.50		
	3.00 3.00		
• • • • • • • • • • • • • • • • • • • •	3.00 3.00 2.50		
ands (12)	3.00 3.00 2.50 3.00		
ands (12) GER (5)	3.00 3.00 2.50 3.00 <b>20.00</b>		
ands (12) GER (5) Js (8): A to H	3.00 3.00 2.50 3.00 <b>20.00</b> 1.50		
ands (12) GER 5 Is (8): A to H	3.00 3.00 2.50 3.00 <b>20.00</b> 1.50 12.00		
ands (12) GER 5 Is (8): A to H	3.00 3.00 2.50 3.00 <b>20.00</b> 1.50		
ands (12) GER 3 55 (8): A to H	3.00 3.00 2.50 3.00 <b>20.00</b> 1.50 12.00 3.00		
ands (12) GER (5) Is (8): A to H	3.00 3.00 2.50 3.00 <b>20.00</b> 1.50 12.00 3.00 3.00		
ands (12) GER (5) Is (8): A to H	3.00 3.00 2.50 3.00 1.50 12.00 3.00 3.00 6.00		
ands (12) GER ③ ds (8): A to HEA. Set ion/Result Cards yer Aid Cards	3.00 3.00 2.50 3.00 1.50 12.00 3.00 6.00 3.00		
ands (12) GER (5) Is (8): A to H	3.00 3.00 2.50 3.00 1.50 12.00 3.00 3.00 6.00		
ands (12) GER ③ ds (8): A to HEA. Set ion/Result Cards yer Aid Cards	3.00 3.00 2.50 3.00 1.50 12.00 3.00 6.00 3.00		
ands (12) GER ③ Is (8): A to H EA. Set ion/Result Cards yer Aid Cards ad	3.00 3.00 2.50 3.00 1.50 12.00 3.00 3.00 3.00 3.00 3.00		
ands (12) GER (5) Is (8): A to H EA. Set ion/Result Cards yer Aid Cards ad AUGUST (5)	3.00 3.00 2.50 3.00 1.50 12.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00		
ands (12) GER ③ ts (8): A to HEA. Set ion/Result Cards yer Aid Cards ad. AUGUST ⑤	3.00 3.00 2.50 3.00 1.50 12.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00		
ands (12) GER ③ ds (8): A to HEA. Set ion/Result Cards yer Aid Cards ad. AUGUST ⑤ 1.2,3&4EA.	3.00 3.00 2.50 3.00 1.50 12.00 3.00 3.00 3.00 3.00 3.00 17.00 8.00 3.00		
ands (12) GER ③ ds (8): A to HEA. Set ion/Result Cards yer Aid Cards ad. AUGUST ⑤ 1.2,3&4EA.	3.00 3.00 2.50 3.00 1.50 12.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00		
ands (12) GER (5) Is (8): A to H EA. Set EA. ion/Result Cards yer Aid Cards ad. AUGUST (5) 1. 1.2.3.8.4 EA. dt Ed.)	3.00 3.00 2.50 3.00 1.50 12.00 3.00 3.00 3.00 3.00 3.00 17.00 8.00 3.00 4.00		
ands (12) GER ③ ds (8): A to HEA. Set ion/Result Cards yer Aid Cards ad. AUGUST ⑤ 1.2,3&4EA.	3.00 3.00 2.50 3.00 1.50 12.00 3.00 3.00 3.00 3.00 3.00 17.00 8.00 3.00 4.00		
ands (12) GER ③ ts (8): A to H EA. Set ion/Result Cards yer Aid Cards ad. AUGUST ⑤ 1. 2.3 & 4 EA. id Cards Set (2) EA.	3.00 3.00 2.50 3.00 1.50 12.00 3.00 6.00 3.00 3.00 4.00 2.00		
ands (12) GER ③ ds (8): A to H	3.00 3.00 2.50 3.00 1.50 12.00 3.00 3.00 3.00 3.00 3.00 3.00 4.00 2.00 6.00		
ands (12) GER ③ Is (8): A to H	3.00 3.00 2.50 3.00 <b>20.00</b> 1.50 1.200 3.00 6.00 3.00 3.00 4.00 2.00 <b>6.00</b> 4.00 4.00		
ands (12) GER ③ ds (8): A to H	3.00 3.00 2.50 3.00 1.50 12.00 3.00 3.00 3.00 3.00 3.00 3.00 4.00 2.00 6.00		
ands (12) GER ③ Is (8): A to H	3.00 3.00 2.50 3.00 <b>20.00</b> 1.50 1.200 3.00 6.00 3.00 3.00 4.00 2.00 <b>6.00</b> 4.00 4.00		
ands (12) GER (5) Is (8): A to H EA. Set ion/Result Cards ver Aid Cards ad AUGUST (5) J. 1,2,3 & 4 EA. id Ed.) id Cards Set (2) EA. D DAYS BATTLES (6) d.	3.00 3.00 2.50 3.00 1.50 1.2.00 3.00 3.00 3.00 3.00 3.00 4.00 2.00 <b>6.00</b> 4.00 2.00		
ands (12) GER (3) Is (8): A to H EA. Set EA. Set A to H EA. Set A to H EA. Set A to H EA. AUGUST (5) J. J. J. J. J. J. J. J. J. J.	3.00 3.00 2.50 3.00 1.50 12.00 3.00 3.00 3.00 3.00 3.00 4.00 2.00 6.00 4.00 3.00 3.00		
ands (12) GER ③ Is (8): A to H EA. Set EA. Non/Result Cards ad. AUGUST ⑤ J. 1,2,3&4 EA. Id Ed.) Id Cards Set (2) EA. D DAYS BATTLES ⑥ d	3.00 3.00 2.50 3.00 1.50 12.00 4.00 3.00 3.00 3.00 4.00 2.00 <b>6.00</b> 4.00 2.00 <b>6.00</b> 3.00 <b>17.00</b> <b>6.00</b> 4.00 3.00 <b>13.00</b>		
ands (12) GER (5) Is (8): A to H EA. Set ion/Result Cards yer Aid Cards ad AUGUST (5) J. 1,2,3&4 EA. d Ed.) Id Cards Set (2) EA. D DAYS BATTLES (6) d (6)	3.00 3.00 2.50 3.00 1.50 12.00 4.00 3.00 3.00 3.00 4.00 2.00 <b>6.00</b> 4.00 2.00 <b>6.00</b> 3.00 <b>17.00</b> <b>6.00</b> 4.00 3.00 <b>13.00</b>		
ands (12) GER ③ Is (8): A to H EA. Set EA. Non/Result Cards ad. AUGUST ⑤ J. 1,2,3&4 EA. Id Ed.) Id Cards Set (2) EA. D DAYS BATTLES ⑥ d	3.00 3.00 2.50 3.00 1.50 12.00 4.00 3.00 3.00 3.00 4.00 2.00 <b>6.00</b> 4.00 2.00 <b>6.00</b> 3.00 <b>17.00</b> <b>6.00</b> 4.00 3.00 <b>13.00</b>		
ands (12) GER ③ ts (8): A to H EA. Set EA. ion/Result Cards ver Aid Cards ad. AUGUST ③ 1.2,3&4 EA. id Cards Set (2) EA. D DAYS BATTLES ⑥ d. 1 ⑤ sk Force Cards: TRC/	3.00 3.00 2.50 3.00 1.50 1.2.00 3.00 6.00 3.00 3.00 4.00 3.00 6.00 4.00 3.00 4.00 3.00 13.00 4.00 3.00		
ands (12) GER ③ Is (8): A to H EA. Set EA. Set EA. ion/Result Cards yer Aid Cards ad. AUGUST ⑤ I. 2.3 & 4 EA. Id Cards Set (2) EA. D DAYS BATTLES ⑥ d Sk Force Cards: TRC/ ry Tables (4)	3.00 3.00 2.50 3.00 1.50 12.00 3.00 3.00 3.00 3.00 3.00 4.00 2.00 <b>6.00</b> 4.00 3.00 <b>17.00</b> <b>6.00</b> 4.00 3.00 <b>13.00</b>		
ands (12) GER ③ Is (8): A to H EA. Set EA. Set EA. AUGUST ⑤ 1. 2.3 & 4 EA. dd Ed.) Id Cards Set (2) EA. D DAYS BATTLES ⑥ d D ⑥ sk Force Cards: TRC/ ry Tables (4) British. Ger EA.	3.00 3.00 2.50 3.00 1.50 12.00 1.2.00 3.00 3.00 3.00 4.00 2.00 <b>6.00</b> 4.00 2.00 <b>6.00</b> 4.00 3.00 <b>13.00</b> 4.00 2.00 3.00		
ands (12) GER (5) Is (8): A to H EA. Set EA. Set EA. NOURDEST (5) I. 2.3 & 4 EA. d (54.) D DAYS BATTLES (6) d. D (6) Sk Force Cards: TRC/ ry Tables (4) British. Ger EA. dder/Area Markers	3.00 3.00 2.50 3.00 1.50 12.00 3.00 3.00 6.00 3.00 4.00 2.00 6.00 4.00 3.00 5.00 4.00 3.00 5.00 4.00 3.00 5.00 4.00 3.00 5.00 5.00 5.00 5.00 5.00 5.00 5		
ands (12) GER (5) Is (8): A to H EA. Set EA. Set EA. NOURDEST (5) I. 2.3 & 4 EA. d (54.) D DAYS BATTLES (6) d. D (6) Sk Force Cards: TRC/ ry Tables (4) British. Ger EA. dder/Area Markers	3.00 3.00 2.50 3.00 1.50 12.00 1.2.00 3.00 3.00 3.00 4.00 2.00 <b>6.00</b> 4.00 2.00 <b>6.00</b> 4.00 3.00 <b>13.00</b> 4.00 2.00 3.00		
ands (12) GER (5) Is (8): A to H EA. Set ion/Result Cards yer Aid Cards ad. AUGUST (5) J. 1,2,3 & 4 EA. id Cards Set (2) EA. D DAYS BATTLES (6) d. D (6) sk Force Cards: TRC/ ry Tables (4) British. Ger EA. ider/Area Markers r Gauge	3.00 3.00 2.50 3.00 1.50 12.00 3.00 6.00 3.00 6.00 3.00 4.00 2.00 6.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 13.00 4.00 3.00 13.00 13.00 13.00 13.00 13.00 13.00 13.00 13.00 13.00 13.00 13.00 13.00 14.00 15.0		
ands (12) GER (5) Is (8): A to H EA. Set EA. Set EA. NOURDEST (5) I. 2.3 & 4 EA. d (54.) D DAYS BATTLES (6) d. D (6) Sk Force Cards: TRC/ ry Tables (4) British. Ger EA. dder/Area Markers	3.00 3.00 2.50 3.00 1.50 12.00 3.00 3.00 6.00 3.00 4.00 2.00 6.00 4.00 3.00 5.00 4.00 3.00 5.00 4.00 3.00 5.00 4.00 3.00 5.00 5.00 5.00 5.00 5.00 5.00 5		

Numbered circles represent wargame complexity rating on a scale of 1 to 10: 10 being the most complex.

VINCHAVED (7)	16.00	NAPOLEON (3)	14.00	Maneuver Cards Set	4.00
KINGMAKER (7) Mapboard	8.00	Mapboard	8.00	Richthofen Maneuver Card set come	
Rules	4.00	Rules	2.00	rules—for further information see Gener	
	3.00	Wooden Counters Set	7.00	14 #4.	rai vui.
Counters	3.00	Allied & Fr. Battle Card EA.	1.00	14 #4.	
Crown Cards Deck	3.00	Alleu a Fr. Dattie Galu CA.	1.00	RUSSIAN CAMPAIGN (4)	14.00
Event Cards Deck	4.00	NAPOLEON AT BAY (9)	22.00	Mapboard	8.00
Variant Event Cards		Eastern Mapboard		Rules (3rd Ed.).	
Variant Event Cards come with rule		Western Mapboard	8.00		
further information see General Vol. 14	#2.	Rules	4.00	Counters	
LITTLE ROUND TOP (4)	6.00	Scenario Study Folder		German O/B Chart	1.00
Mapboard	4.00	Counters.		Russian 0/B Chart	1.00
Rules		French Org. Display Card	2.00	SAMURAI (6)	14.00
Counters	3.00	Silesia Org. Display Card		Mapboard	
	0.00	Bohemia Org. Display Card	2.00	Counters	3.00
THE LONGEST DAY (8)	65.00	bonomia org. Display card	2.00	Rules	4.00
Mapboard: A-Cherbourg	3.00	NAVALWAR (1)	6.00	Clan Charts (4)	2.00
B—Countances	4.00	Rules	2.00	Cian Charts (4)	2.00
C-Saint Lo	4.00	Set of Ship Cards (black)	3.00	1776 (7)	16.00
D-Caen	4.00	Playing Cards (2 sets) (red) SET	3.00	-	8.00
E—Cabourg	3.00		0.00	Mapboard	4.00
F—Avranches	4.00	ORIGINS (1)	14.00	Rules	3.00
G—Argentan	4.00	Mapboard	8.00	Counters: American/British EA.	
Utility Half-sheet Counters	3.00	Counters:US,BRT,FR,GR,RUS EA.	3.00	Set of Scenario/CRT Cards	2.00
Utility Sheet Round Counters	3.00	Rules	3.00	Terrain Effects Sheet	1.00
American Counters	3.00	Nat. Obj. Card EA.	1.00	lactical Gards Set	2.00
British Counters	3.00	Historical Objective Card	1.00		15 00
German #1 Counters	3.00			SOURCE OF THE NILE 5	15.00
German #2 Counters	3.00	PANZERARMEE AFRIKA (5)	16.00	Mapboard	8.00
Rules	10.00	Mapboard	8.00	Counters	3.00
Allied Landing Schedule/		Rules	3.00	Rules	4.00
Scenario #1 Card	2.00	Counters	3.00	Event Card Set	2.00
Allied Entry Track/		Terrain Effects Chart	2.00	3 Crayon Set	2.50
Scenario #2 Card	2.00		10.00	Player Pad	3.00
German Entry Schedule/		PANZERBLITZ (6)	16.00	SQUAD LEADER (8)	18.00
Scenario #3 Card	2.00	Mapboards: 1,2,3	3.00	<u> </u>	
Cherbourg/Scenario #4 card	2.00	Counters: Ger. & Rus	2.00	Mapboard: 1,2,3,4 EA.	
Combat Results Tables Cards	3.00	Rules	2.00	Rules (4th Ed.)	
Terrain Effects Chart Cards	3.00	Campaign Analysis	2.00	Allied Counters	3.00
Game Box (Empty)	6.00	Situation Cards Combat Chart Sheet	1.00	Vehicle & Fort Counters	3.00
~		Wargamer's Guide	4.50	Scenario Card Set	3.00
LUFTWAFFE (5)		Warganier 5 Guide	4.50	Expansion Mapboards	0.00
Mapboard		PANZERKRIEG (6)	18.00	5,6,7,8,9,10,11,12,13,14,15 EA.	3.00
Counters: Ger. & Amer EA.	3.00	Mapboard		Scenarios A-D, E-1. EA.	3.00
Rules	3.00	Counters			0.00
Order of Battle Card Set	2.00	Rules		Expansion Gamettes see/	
Aerial Combat Results Sheet	1.00	Study Folder/Scenario Guide	3.00	Cross of Iron, Crescendo of Doom & G.I. Anvil of Victory	
Target Pad	2.50	Charts/Tables Card	3.00	G.I. Anvir of Victory	
		charts/ rabits card	0.00	are waren ()	14.00
MACHIAVELLI (4)	14.00	PANZERLEADER (7)	16.00	STALINGRAD (2)	14.00
Mapboard		Mapboard: A,B,C,D		Mapboard	8.00
Rules		Rules		Counters	3.00
Power Counters 8935031/32	3.00	Counters: Ger. Allied		Rules	3.00
Power Counters 8935035/36		Scenario/CRT/TEC Card Set	2.00	TRC	1.00
Log Pad	2.50	Panzerleader 1940 Variant Kit	5.50	Weather Card	1.00
Game Tables Card	1.00	Includes Vol. 15 #2 of the General		CRT	1.00
MIDWAY 3	16.00	counters.	ai with		10.00
Mapboards: Search & Battle	4.00	counters.		STORM OVER ARNHEM 3	16.00
and the second	3.00	RICHTHOFEN'S WAR (5)	14.00	Mapboard	8.00
Counters: Ship & Battle EA.		Mapboard	8.00	Rules	3.00
Rules	4.00	Rules	2.00	Counters:	
Log Pad	1.00	Briefing Manual		British	3.00
Search Board Screen	6.00	Scenario Cards Set		German	3.00
Coral Sea Variant Kit	0.00	Counters.	3.00		
Includes Counters & Maps			2.50		
	4.50	Log Pad Target Damage Table Sheet	2.50		

### Strategy/Wargames Continued

STRUGGLE OF NATIONS (10)	21.00	THIRD REICH (10) '81 Revised Edition	16.00	VICTORY IN PACIFIC (2)
Mapboard North/West	8.00	Mapboard	8.00	Mapboard 8.00
East	6.00	Rules (4th Ed.)	4.00	Rules (2nd Ed.)
Rules	5.00	Situation Cards Set (5)	2.00	Ship Counters 6.00
Counters:		Counters: British	3.00	Japanese O/B Card 1.00
Combat	3.00	US/Russian	3.00	American O/B Card 1.00
Leader	3.00	German/Italian	3.00	
Organizational Chart Card:			0.00	WAR AND PEACE (5)
French	2.00			Mapboard 8.00
Allied	2.00	TOBRUK (7)	16.00	Counter #1, #2, #3, #4 EA. 3.00
Scenario Folder	5.00	Mapboard (AD, BE, CF) EA.	3.00	Campaign Game Card 1.00
Turn Record/Reinforcement		Rules	4.00	Rules (2nd Ed.) 4.00
Track Card	3.50	Roster Pad	2.50	Player Aid Card 1.00
Organization Displays:		German Hit Probability Chart	1.00	
Allied, French	4.00	British Hit Probability Chart	1.00	WAR AT SEA (1) 10.00
Chart & Tables		Casualty Tables Card	1.00	Mapboard
Folder (2) EA.	3.00	German Counters	3.00	Rules 1.00
	0.00	British Counters	3.00	Counters
				WAR AT SEA II
SUBMARINE (8)	16.00	the second s		Although not required all War at Sea
Mapboard	8.00	TRIREME (3)	15.00	Variants that have appeared in the General can
Rules (4th Ed.)	4.00	Mapboard	8.00	be played using the WAR AT SEA II Kit.
Playing Aids Card Set	2.00	Rules Manual	4.00	General Volumes 15, #3, and 13, #3 (only
Counters.	3.00	Ship Counters	3.00	photostatic copy available), and Vol. 14 #4.
Log Pad	3.00	Marker Counters.	3.00	WATERLOO (2)
		Game Table Card	1.00	Mapboard 8.00
TACTICS		Log Pad	2.50	Counters 3.00
(25th Anniversary Issue) (2)				Rules
2-Section Mapboard	8.00			TRC 1.00
Counters	3.00	UP FRONT (4)	25.00	Situation/OA Card
Rules	4.00	Counters	3.00	CRT 1.00
		Rules	4.00	
TACTICS II (1)	9.00	Action Cards Decks		WOODEN SHIPS (6) 14.00
Mapboard	8.00	(1-54, 55-108, 109-162) EA.	5.00	Mapboard
Counters	3.00	Die Cut Personality Cards		Rules (2nd Ed.) 4.00
Rules	3.00	(2 decks) EA.	3.00	Counters
Weather/Time Record Card	1.00	Die Cut Set of 40 AFV Cards	3.00	Log Pad 3.00
CRT	1.00	Discard Tray	3.00	Advanced Game CRT 1.00

#### Prices subject to change without notice.

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.



## AVALON HILL Video games for the Atari® VCS 2600









.......

OUT OF CONTROL

WALL BALL

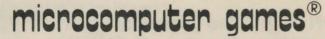
ex.pec.ta.tion (ek-spek-'ta-shen) n. Eager anticipation.

You've been waiting for us to present our new line of video games for the Atari 2600 VCS<sup>™</sup> and Sears Video Arcade<sup>™</sup>. You've been patient while our game designers worked and reworked the games to bring you the best In innovative game design and graphics. Now you'll see we've done our job right, unlike some others who jumped on the video game bandwagon and took you, the buyer, for a ride. Avalon Hill has a long-standing reputation for quality, which we intend to keep. We think you'll agree that these video games are worth the wait ..., and worth getting really excited about.

Available at leading game stores or call toll-free 1-800-638-9292

\$30.00 per cartridge





To order games, simply cross reference from the game title column to the top heading of cassette or diskette with your computer type to find whether the game is available for your computer, memory requirements, and the price of your selection(s).

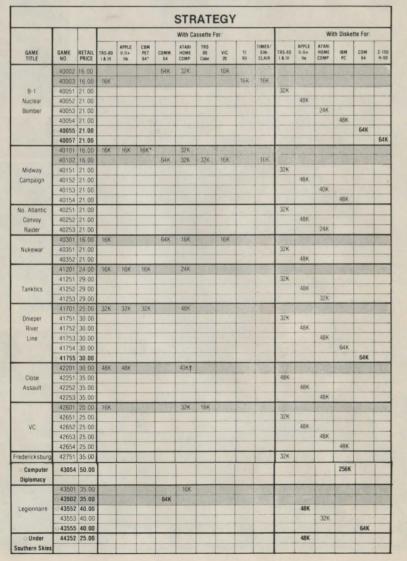
Please ALWAYS specify cassette or diskette, and the type of computer on the order form. Due to the dynamic nature of microcomputer hardware, it is insurmountable for us to keep up with every manufacturers' update and/or revisions to their systems. If you are unsure as to whether a particular game is compatible with your hardware, PLEASE call us at 301–254-5300, or better yet send your question(s) along with a self-addressed stamped envelope to the attention of Ogie Pincikowski, Customer Service.

Note: All IBM PC games compatible with IBM PCjr., Compaq and Seequa computers provided the system includes Advanced Basic.

Note: All Heath/Zenith games sold on soft sectored diskettes

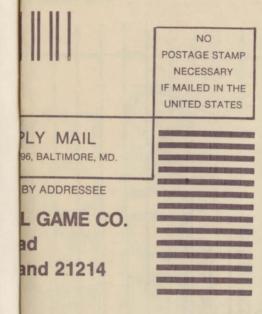
CASSETTE PACKAGES PRINTED WITH A TINT \*DENOTES COM/PET CASSETTE COMPATIBLE WITH COMMODORE 64® †DENOTES PROGRAMS NOT COMPATIBLE WITH THE ATARI 600XL, 800XL OR 1200XL WITHOUT "TRANSLATOR"

#### \* New Games for 1984 in BOLD



RECEIVE OUR LATE AMING MAD MY INTERESTS ARE: Sport

### ENCLOS



FROM

th Ca	assette F	or:					Wit	h Diske	tte For:	
ARI ME 4P	TRS 80 Color	VIC 20	T1 99	TIMEX/ SIN- CLAIR	TRS-80 1 & III	APPLE II,II+ IIE	ATARI HOME COMP.	IBM PC	COM 64	Z-1 H-1
x						0				13
							48K			
							48K			
	-		-		-	-	48K			-

----

### Last chance before you close did you take

**1776** ... American War for Independence.

**COLLECTOR**... Game of auction strategy.

**HEXAGONY**... Oriental strategy and conquest game.

**ORIGINS OF WWII**... Players attempt to avert WWII thru diplomatic wheeling and dealing.

CHANCELLORSVILLE ... Gen. Robert E. Lee's finest hour.

ALEXANDER THE GREAT ... It's the Greeks against the Persians.

**UFO**... Aliens from outerspace invade Earth in this quick-play game of extra-terrestrial combat.

#### CAESAR'S LEGIONS ...

Recreates the campaigns against the barbarian tribes of Germany 58 BC—69 AD.

**IMAGE**... Create "images" profiling famous people or fictional characters.

**TUF** ... A fast-paced game designed to reinforce math principles.

**NAPOLEON**... Embossed wooden playing pieces blending hidden strategy and maneuver along the roads of Belgium.

**TUFABET** ... Players rush to complete the best crossword solutions.

								A517 Harford Road		
Т		Z-100 H-90		Π	Π	Γ	6	Game Company / (301) 254-5300	D Mast	
	tette For:	COM 64				-	N	AME (FIRST) (LAST)		
	With Diskette For	HOME IBM COMP. PC	×	48K	48K	70	S	IREET/APT.		
	H	APPLE AT II.II+ HO II.	4	4	4	Ť		ACCOUNT NUT		Exp. Date
		TRS-80 1.6 III				I	C	TY		
_		SIN- CLAIR						TATE ZIP SIGNATURE QUICK CREDIT CARD PURCHASING ONLY, CALL TOLL FREE 800-638-92	202	
(Cont'd)	-	VIC 11 20 99	-		+				-	U.S.A. SUBCRIPTIONS EXEMPT FROM TAX & POSTAGE CHARGES (See "e" below)
GY (C	Ith Cassette For	TRS 80 Color				1	QTY	MERCHANDISE PRI WHEN ORDERING PARTS, PLEASE SPECIFY	RICE	(See e below)
ATEGY	'th Ca	ARI ME AP	1.1					NAME OF THE GAME PART BELONGS TO!		HOW TO COMPUTE SHIPPING a) If you live in USA, add 10%. For example;
										If order totals \$8.25, you must add on \$.63, an \$8.50 order would require an additional \$.85;
			> 0	0.00			50	ftware orders must state computer syste		etc. b) If you live in Canada or Mexico, add 20%
			delay	nclud	bonsi		00	twate orders must state compater syste	-	for postage and handling. Payment must be made in US funds drawn on a US bank.
			pping	ase li	or money order only. (We are not responsi- in transit.)			CRUER		c) If you live overseas add 30% for postage and handling. Payment must be made in US funds drawn on a US bank.
			id shi	s. Ple	aren			UNDEN	1.000	d) For APO and FPO, add 10% and check here
			avo ame a	s line	. (We					PAL (Parcel Air Lift).
			tion to	ddres	r only					e) THE GENERAL: All subs are mailed post- paid. If Domestic US 1st Class is desired add \$9.00/yr. Consult (a,b,c,d) for back-issue
	ų	1	addit v	A m	, orde					postage. f) INSURE YOUR ORDER. \$.25 per \$10.00
	NNC		your the pa	Retu	none)				-	order for postage USA Guaranteed Delivery. Canada & Mexico \$.50 per \$10.00. Foreign \$.75 per \$10.00.
	GITE DANEI	L	check	s and	k or n					A.R.E.A. RATING SERVICE
	2	5	double-check	Label	yment-check of the for cash lost is					Avalon Hill offers a <i>lifetime</i> service whereby players are rated in relationship to other game players. Return coupon NOW, along
			se doubl	bing	payment- ble for ca:					with the \$6.00 lifetime service fee for com- plete details on the Avalon Hill Reliability Experience & Ability Rating.
			Please drie to s	Ship	ble f					I don't object to having my name and ad- dress printed in The General with the rating
			W							lists. I rate myself:
			FORE	2	×.			R OFFICE USE ONLY SUB-TOTAL		B-a good player     C-an average player     D-a novice in my first year of gaming
			BEI	ž	2			AL MONEY RECEIVED Maryland Residents Add 5% Sales Tax		E-a beginner
				-	-		C	Refund Postage (See Chart on Right)		to how well I fare against others. For now, please send me complete details and
								Add \$1.00 for Special Processing		membership card—here's my \$6.00. NAME
1	_							GRAND TOTAL		ADDRESS
-	-	5	lumn to memo	omput ery ma	your pe to	and		PAYMENT TO BE IN U.S. FUNDS ONLY		UIT STATE ZP
-			title con	pe of c with evi	envelo	ompad		The AVALON HILL / 4517 Harford Road, AVALON H	HILL	4517 Harford Road,
-		5	game	d the ty	mpatib	ocjr., c		Game Company Baltimore, Md. 21214 Game Compa		Baltimore, Md. 21214
-		2	om the	ette, an us to ke	sed sta	I IBM I		SHIP SHIP		
1	C	-	ence fr	or diske	lar gam addres	ole with		то: то:		
-	Ē		ss references and the second s	ssette	particular self-	ompatil				
	C	-	oly crost	cify ca:	ther a prith	mes co				
			es, sim	YS spe	to whe (s) alor	PC ga				
			To order games, simply cross reference from the game title column to type to find whether the game is available for your computer, memol	ALWA	are unsure as to whether a particular game is compatible with your your question(s) along with a self-addressed stamped envelope to	Note: All IBM PC games compatible with IBM PCJr., Compaq and Basic.				
			To orde type to	Please	are un	Note:		PLEASE PRINT LEGIBLY IN BALL POINT PEN IF THE POSTMA	AN CAN"	T READ IT, YOU WON'T GET IT! X-4869 9/83 200M

		T	T				With C	assette l				-		Wit	th Diske	tte For	
GAME	GAME	RETAIL	TRS-80	APPLE II.II+	CBM	сомм	ATARI HOME COMP	TRS	VIC	n	TIMEX/ SIN- CLAIR	TRS-80	APPLE II.II+	ATARI HOME COMP.	IBM	COM.	Z-100
TITLE	NO.	and the second second	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	lle	PET 64*	54	1-36	Color	20	99	CLAIR	1811	lie	COMP.	PC	64	H-90
for Action		25.00 30.00			-		48K			_				48K			
Paris In		35.00		-	-		-			-	-			48K	-	-	-
Danger		00.00			-	-	-	-			-			4010			-
Gulf Strike	44953	30.00			-			~						48K			
Combat	45153	25.00	AVA	LABLES	SUMME	R '84			-	-				48K			-
Chess				I		1		-			-			TUR	-	-	-
Panzers:	45401	25.00	48K			64K		32K	AVAIL	ABLES	UMMER	'84					
East	45455	30.00														64K	
Dread-	45552	2 30.00											48K				14.
noughts																	10
		40.00					1						48K				
T.A.C.		8 40.00	-											48K			1000
	10 10 10 10 No	40.00	1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1	ABLE S	UMMER	3 '84					-				64K		
		40.00		-	-				-	-						64K	-
Panzer-		25.00				64K	32K†										
Jagd		30.00	-	-	-	-	-		_			1	_	48K†			-
:: RAM!	46655			ADIES	LANGE	101						1	-			64K	
Incunabula	47254			ABLE S					-	-	-	-			128K	-	-
incuraouia	4/004	30.00	AVAIL	ABLE FA	ALL B4										128K		
					-			issette F	or:					-	h Diskel	tte For:	-
GAME TITLE	GAME NO.	RETAIL	TRS-80	APPLE II,II+ IIe	CBM PET 64*	COMM. 64	ATARI HOME COMP	TRS 80 Color	VIC 20	TI 99	TIMEX/ SIN- CLAIR	TRS-80   & III	APPLE II.II+ II8	ATARI HOME COMP	IBM PC	COM. 64	Z-100 H-90
	40901	20.00	16K	32K	16K		32K										
	:: 40902	2 DOCUMENTS				64K	48K		5K								
Computer	40951					Presente and						32K			100000		
Stocks &		25.00						-					48K				
Statement of	40952				-												
Bonds	40953	25.00												40K	1011		
Statement of	40953 40954	25.00 25.00												40K	48K		
Statement of	40953 40954	25.00 25.00 <b>25.00</b>												40K	48K	64K	CAN
Bonds	40953 40954 ☆ 40955 ☆ 40957	25.00 25.00 25.00 25.00				64K	328							40K	48K	64K	64K
Bonds	40953 40954 ☆ 40955 ☆ 40957 43201	25.00 25.00 25.00 25.00 25.00 16.00				64K	32K								48K		64K
Bonds	40953 40954 ☆ 40955 ☆ 40957 43201 43293	25.00 25.00 25.00 25.00 16.00 21.00				64K	32K						48K	40K	48K	64K	64K
Bonds	40953 40954 ☆ 40955 ☆ 40957 43201 43293 43452	25.00 25.00 25.00 25.00 16.00 21.00 26.00				64K	32K						48K		48K		64K
Bonds	40953 40954 ☆ 40955 ☆ 40957 43201 43293 43452 43453	25 00 25 00 25 00 25 00 16 00 26 00 26 00				64K	32K						48K	48K	48K		64K
Bonds Market Forces Computer Facts In	40953 40954 ☆ 40955 ☆ 40957 43201 43293 43452	25 00 25 00 25 00 25 00 16 00 26 00 26 00				64K	32K						48K	48K			64K
Bonds	40953 40954 40955 40955 40957 43201 43293 43452 43453 43454	25 00 25 00 25 00 25 00 16 00 26 00 26 00				64K	32K		5K	AN	/AILAB	LE SUM		48K			64K
Bonds ☆ Market Forces Computer Facts In Five ☆ ABC	40953 40954 40955 40955 40957 43201 43293 43452 43453 43454 43454 43454	25 00 25.00 25.00 25.00 25.00 25.00 26.00 26.00 26.00 16.00				64K			5K	A	AILAB	ESUN		48K			64K
Bonds ☆ Market Forces Computer Facts In Five ☆ ABC	40953 40954 40955 40955 40957 43201 43293 43452 43453 43454 43454 46701 46801	25 00 25.00 25.00 25.00 16.00 26.00 26.00 26.00					32K		5K	Al	AILAB	LESUN		48K 48K			64K
Bonds	40953 40954 40955 40955 40957 43201 43293 43452 43453 43454 43454 43454 46701 46801 46853	25 00 25.00 25.00 25.00 25.00 25.00 26.00 26.00 26.00 16.00				64K			5K	AL	/AILAB	LE SUN		48K			64)
Bonds	40953 40954 40955 40955 40957 43201 43293 43452 43453 43454 43454 43454 46701 46801 46853	25.00 25.00 25.00 25.00 25.00 25.00 26.00 26.00 26.00 26.00 16.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 26.000 26.000 26.000 26.000 26.000 26.000 26.000 26.0000 26.0000 26.0000 26.0000 26.0000000000		SUR	ET	64K 64K	32K	EN			/AILAB		MMER	48K 48K '84 32K	64K	64K	64N
Bonds	40953 40954 40955 40955 40957 43201 43293 43452 43453 43454 43454 43454 46701 46801 46853	25.00 25.00 25.00 25.00 25.00 25.00 26.00 26.00 26.00 26.00 16.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 26.000 26.000 26.000 26.000 26.000 26.000 26.000 26.0000 26.0000 26.0000 26.0000 26.0000000000		SUR	ET	64K 64K	32K	EN	ER				MMER	48K 48K '84 32K	64K	64K	
Bonds	40953 40954 240955 340957 43201 43293 43452 43453 43454 43453 43454 46801 46853 46855	25 00 25 00 25 00 25 00 25 00 25 00 25 00 26 00 26 00 26 00 26 00 26 00 26 00 21 00 21 00		SUR APPLE	ET	64K 64K	32K		ER					48K 48K 48K 48K 48K 48K 48K 48K 48K 48K	64K S With D	64K 64K iskette	
Bonds	40953 40954 40954 40955 40957 43201 43293 43452 43452 43452 43452 43452 43455 5 43454 46801 46855 5 5 5 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	25.00 25.00 25.00 25.00 25.00 25.00 25.00 26.00 26.00 26.00 26.00 26.00 21.00 21.00 21.00	_EIS	APPLE II,II+ IIe	CBM PET 64*	54K 54K	32K 32K J G With C ATARI HOME COMP.	TRS 80	ER/		SIM			48K 48K 48K 48K 48K 48K 48K 48K 48K	64K S With D	64K 64K iskette	For:
Bonds  Market Forces Computer Facts In Five ABC Caterpillar  Divex GAME GAME GAME	40953 40954 40954 40955 40957 43201 43293 43452 43452 43452 43452 43452 43452 43452 43452 43452 43452 43452 43452 43452 43452 43455 435555 435555 435555 435555 435555 435555 435555 435555 435555 435555 435555 435555 435555 435555 435555 4355555 4355555 4355555 4355555 4355555 4355555 43555555 435555555 43555555555 435555555555	25.000 25.000 25.000 25.000 26.000 26.000 26.000 21.000 21.000 21.000 21.000 21.000 21.000 21.000		APPLE II,II+	CBM	54K 54K	32K 32K Vith C	TRS 80	ER/		SIM			48K 48K 48K 32K 32K 0NS	64K S With D	64K 64K iskette	For:
Bonds  Market Forces Computer Facts In Five ABC Caterpillar Divex  GAME GAME GAME Caterpillar	40953 40954 40955 40955 40957 43201 43293 43293 43452 43453 43454 43453 43454 46701 46805 46855	25.000 25.000 25.000 25.000 26.000 26.000 26.000 21.000 21.000 21.000 21.000 21.000 21.000 21.000 21.000 21.000 21.000 21.000 25.000	LEIS	APPLE II,II+ IIe 16K	свм Рет 64* 16К	54K 54K	32K 32K E / G With C ATARI HOME COMP. 16K†	TRS 80	ER/		SIM			48K 48K 48K 32K 32K 0NS	64K S With D	64K 64K iskette	For:
Bonds ☆ Market Forces Computer Five ☆ ABC Caterpillar ☆ Divex GAME Draw	40953 40954 40954 40957 40957 43201 43203 43452 43453 43454 43453 43454 43455 43455 43455 43456 43456 43456 43456 43456 43655 436655 40051 40051 40051 40052 410052 410052	25.00 25.00 25.00 25.00 25.00 26.00 26.00 26.00 26.00 21.00 25.000	_EIS	APPLE II,II+ IIe	CBM PET 64*	54K 54K	32K 32K J G With C ATARI HOME COMP.	TRS 80	ER/		SIM			48K 48K 48K *84 32K ONS	64K S With D	64K 64K iskette	For:
Bonds  Market Forces Computer Facts In Five ABC Caterpillar Divex  GAME GAME GAME Caterpillar	40953 40954 40955 40957 43201 43201 43203 43452 43453 43452 43455 43455 43455 43455 43455 43455 43455 43456 43655 40552 41601 41652 41601	25.00 25.00 25.00 25.00 26.00 26.00 26.00 26.00 21.00 21.00	LEIS	APPLE II,II+ IIe 16K	свм Рет 64* 16К	54K 54K	32K 32K E / G With C ATARI HOME COMP. 16K†	TRS 80	ER/		SIM			48K 48K 48K *84 32K ONS	64K	64K 64K 64K iskette	For:
Bonds ☆ Market Forces Computer Five ☆ ABC Caterpillar ☆ Divex GAME Draw	40953 40954 40954 40957 43201 43201 43203 43452 43452 43452 43452 43452 43455 43455 43455 43455 43455 436855	25.00 25.00 25.00 25.00 26.00 26.00 26.00 26.00 21.00 21.00 21.00 21.00	LEIS	APPLE II,II+ IIe 16K	свм Рет 64* 16К	54K 54K	32K 32K E / G ATABIE COMP. 16K†	TRS 80	ER/		SIM			48K 48K 48K *84 32K ONS	64K S With D	64K 64K 64K iskette	For:
Bonds  Market Forces Computer Facts In Five ABC Caterpillar Draw Poker	40953 40955 40955 40957 40957 40957 40957 40957 4057 4057 4057 4057 4057 4057 4057 40	25.00 25.00 25.00 25.00 25.00 25.00 26.00 26.00 26.00 26.00 26.00 21.00 26.00 26.00 26.00 26.00 21.00 25.00 25.00 25.00 25.00	LEIS	APPLE II,II+ IIe 16K	свм Рет 64* 16К	54K 54K	32K 32K E / G With C ATARI HOME COMP. 16K†	TRS 80	ER/		SIM		имея <b>ATTI</b> <b>APF</b> <b>I</b> .I.I.I <b>I</b> .I.I.I <b>I</b> .I.I.I <b>I</b> .I.I.I <b>I</b> .I.I.I <b>I</b> .I.I.I.I <b>I</b> .I.I.I.I <b>I</b> .I.I.I.I <b>I</b> .I.I.I.I <b>I</b> .I.I.I.I <b>I</b> .I.I.I.I <b>I</b> .I.I.I.I.I <b>I</b> .I.I.I.I.I <b>I</b> .I.I.I.I.I.I.I.I.I.I.I.I.I.I.I.I.I.I.	48K 48K 48K '84 32K 32K ONS	64K	64K 64K 64K iskette	For:
Bonds ☆ Market Forces Computer Five ☆ ABC Caterpillar ☆ Divex GAME Draw	40953 40955 40955 40957 40957 40957 40957 40957 4057 4057 4057 4057 4057 4057 4057 40	25.00 25.00 25.00 25.00 25.00 25.00 26.00 26.00 26.00 26.00 21.00 25.00 16.00 21.00 21.00 21.00 21.00 21.00	LEIS	APPLE II,II+ IIe 16K	свм Рет 64* 16К	54K 54K	32K 32K E / G ATABIE COMP. 16K†	TRS 80	ER/		SIM			48K 48K 48K '84 32K 32K ONS	64K	64K 64K 64K 64K	For:

it \$1.00 b ST CATALOGUE OF ATERIALS 3 D Wargames D Leisure D 3 D Wargames

BUSINESS REF

POSTAGE WILL BE PAID

THE AVALON HIL 4517 Harford Roa Baltimore, Maryla

microcomput

To order games, simply cross reference from the game title column to type to find whether the game is available for your computer, memo Please ALWAYS specify cassette or diskette, and the type of comput puter hardware, it is insurmountable for us to keep up with every ma are unsure as to whether a particular game is compatible with your your question(s) along with a self-addressed stamped envelope to Note: All IBM PC games compatible with IBM PCjr., Compaq and Basic.

this flap for evermore a look at ....

Strategic Board G.I. Bryli Uctory



Microcomputer



GAMES

15

40K

64K

64K 40K

Computer

Foreign

Exchange

T.G.I.F.

42301 20.00

45701 20.0

45753 25.0

45755 25.0

	-			-	1	+	RC	AUI	=		-						
	0.00		1	1.00	1.72		With C	ssette	For:		Charles 1			Wi	th Diske	tte For:	8 2
GAME	GAME NO.	RETAIL	TRS-80 I & III	APPLE II,II+ IIe	CBM PET 64*	COMM. 54	ATARI HOME COMP.	TRS 80 Color	VIC 20	T1 99	TIMEX/ SIN- CLAIR	TRS-80	APPLE II.II+ IIe	ATARI HOME COMP.	IBM PC	COM.	Z-100 H-90
	41001	20.00	16K	32K	8K		16K	16K					1.23		1		
Shootout	41002	15.00		-			16K		8K	-	1	-	-	-	-	-	-
at the	☆41003	20.00	1			64K	16K	16K	8K	-	-	100		-	-		-
OK Galaxy	41052	25.00		-						-	-		48K		and the second	-	1000
	41053	25.00				-	-		-		-		401	32K		-	-
Guns	41301	20.00	16K	32K	16K	0.0	32K	1			-	-	-	JEN	-		-
of	41351	25.00	000000000000000000000000000000000000000					-		-	-	32K	-	1		-	
Fort	41352	25.00		-						-	-	SZN	48K	-		-	
Defiance	41353	25.00			100		-	-		1			401	48K			
Bomber	☆ 42502					64K	16K		5K	-		-		48K	-	-	
Attack									on	-							-
Tank	43101	15.00	16K		8K	-	16K		5K						0.000	And and	-
Arkade				1.1								-		-			-
Moon	44001	15.00		100		1999	16K		19	10.000		Contraction of the		-		Collect	
Patrol	☆ 44002	25.00	A.	1	1	64K	16K			177.0	-	120	1				
S.C.I.M	44552	26.00			- No.				-				48K			1000	a tay ou
M.A.R.S.	1			200	1. 11	7.9	2.00		-			-	HUN		-		
Vorrak	45053	26.00	1.1.1	1.1	1.	and a								48K	_	-	-
Gypsy	45201	21.00		S. al	1.42	60	16K	102	1		100	100	1	HUIN		-	-
In I want	45253	26.00					1	1			7		-	32K	-		
Flying	45301	16.00				-	16K			12				JEN		-	-
Ace	45302	26.00				64K	16K					-		-	2	1	-
1	45353	31.00								-	-			32K	-		100
☆ Space	46453	21.00												48K		-	
Cowboy						2					-	-		-unt	-	-	-
the London	47001 2	20.00				64K				1						-	1919
Blitz	47055 2	5.00							-	-					-	64K	

						1	With C	assette	For:					W	th Disk	ette For:	
GAME	GAME NO.	RETAIL	TRS-80 1 & III	APPLE II,II+ IIe	CBM PET 64*	COMM. 64	ATARI HOME COMP.	TRS 80 Color	VIC 20	T1 99	TIMEX/ SIN- CLAIR	TRS-80	APPLE II,II+ IIe	ATARI HOME COMP.	IBM PC	COM. 64	Z-100 H-90
	40501	20.00	48K	32K	32K	1000	40K†		100					1	1900	1	200
Lords of	40551	25.00						1 1	1 6			48K					-
Karma	40552	25.00						2					48K		-		
	40553	25.00											1	40K		1	
Empire	41101	30.00	48K	48K			40Kt		11/10				1.10 234		Sec.	al and	100
of the	41151	35.00	100		-				18	1		48K					
Overmind	41152	35.00	1-1-1			1.9.0							48K				-
in many	41153	35.00	1.24	1.00		-		-		1.1.1	-			40K		-	-
Section 1	42401	23.00		12.18		64K	48K	12237	1918	1.00			100	1000	1	1000	1000
Telengard	42451	28.00	1			1000			14.81	100		48K	-	-		-	
	42452	28.00	1 1 1 1				1.000	-	-		-	IGIT	48K				
	42453	28.00					1	-	-		-	-	IGIT	48K	-	-	-
	☆ 42454	28.00		-				1000		100			-	HUIK	64K		100
	☆ 42455	28.00			27			-					-		un	64K	-
China Maria	☆ 42457	28.00						1.	1						-	orin	64K
1.1.1.1	42801	30.00	48K	48K			40Kt		1230	100	1000		10				UHA
G.F.S.	42851	35.00	126	144	1					- 1		48K	-	24	-		
Sorceress	42852	35.00	1										48K				
1. 19 · · ·	42853	35.00												48K		-	-
arthian Kings	45652	25.00											48K	ION			
Fortress of	46152	25.00		1							-		48K		-	-	
e Witch King	☆ 46155	25.00	AVAILA	BLE SU	MMER	84		100				-	TON			64K	-
s Jupiter	46353	50.00									-			48K+		OTIN	-
lission 1999	☆ 46355	50.00	AVAILAE	BLE LAT	EFAL	. 84					-			- March	-	64K	
# Ripper!	47355	25.00	AVAILAE	LE SUN	MMER '	84		-			-	-		-	-	64K	-
to Quest of			AVAILAE						-	-	-	-	-	48K†	-		-
the Space						iter Mis	ssion .	1999'		-	1			- And	-	-	

							With Ca	ssette F	or:					Wit	h Diske	te For:	
GAME	GAME NO.	RETAIL	TRS-80	APPLE II,II+ II0	CBM PET 64*	COMM.	ATARI HOME COMP.	TRS 80 Color	VIC 20	TI 99	TIMEX/ SIN- CLAIR	TRS-80	APPLE II.II+ lie	ATARI HOME COMP.	IBM PC	COM. 64	Z-100 H-90
Planet	40451	21.00										32K					1
Miners	40452	21.00					14						48K				
	40453	21.00												32K			
	40701	16.00	16K	16K	16K		32K										
Conflict	40751	21.00										32K					
2500	40752	21.00											48K				
	40753	21.00												40K			
	41801	20.00	16K	32K	32K		24K	16K									-
Voyager	41852	25.00											48K				
Voyager	41853	25.00				1.5.5								32K	10.0		
	41854	25.00													48K		
	41902	20.00	16K			64K	16K			16K							
Galaxy	41991	25.00										32K	48K				
	41992	25.00							-	-			48K	24K			
	41954	25.00													48K		
	42002	18 00	16K			64K	32K										
	42051	23.00										32K					1
Andromeda	42052	23.00								-		1	48K			1	-
Conquest	42053	23.00											-	40K			
	42054	23.00													48K		
The Alien	43852	28.00											48K	1.11			
Space	44101	20.00					32K										
Station	44152	25.00											48K				1
Zulu	44153	25.00												48K			
A Free Trader	44492	25.00											48K	48K			

	-	-	-	-	-	-	10000	-	_					-	-		-
					1		With C	assette	For:			1.00		Wit	h Disket	te For:	
GAME TITLE	GAME NO.	RETAIL	TRS-80	APPLE II,II+ II0	CBM PET 64"	COMM. 54	ATARI HOME COMP.	TRS 80 Coller	VIC 20	TI 99	TIMEX/ SIN- CLAIR	TRS-80 1 & III	APPLE 11,11+ 110	ATARI HOME COMP.	IBM PC	COM. 64	Z-100 H-90
Computer	40801	25.00	16K														
Statis Pro	40852	35.00	Extra	seaso	n disl	(s avai	ilable	(see be	(wole				48K				
Baseball	40855	35.00	AVAIL	ABLE S	UMMER	1 '84										64K	
Computer	41401	17.00	32K	32K	32K		32K								-		
Baseball															1		
Strategy	-													100			7
	41501	16.00	32K			64K	32K										
Computer	41551	21.00										32K					
Football	☆ 41553	21.00			1									32K			
Strategy	41554	21.00													64K		
	☆ 41555	21.00														64K	
	☆ 41557	21.00															64
Rd. Racer/Bowler	42901	15.00			8K		16K†										
Knockout	43301	20.00					16K										
		20.00						16K									
Breakthru	☆ 43902	20.00				64K										-	
	☆ 43955	25.00														64K	
A Computer	44253	30.00												48K			
Title Bout																	
☆ Tournament	46552	30.00	Extra	cours	e disk	s avail	lable (	see be	low)	1			48K				
Golf	46555	30.00	AVAI	LABLE S	UMME	R '84								1		64K	

## MICROCOMPUTER REPLACEMENT PARTS

#### (Please Specify Game)

Rules
Log Pads
Counters Ea. Sheet 4.00
Mapboards8.00
Controller Pads 3 for 2.50
Rhyme of the Overmind8.00

, ,
GFS Sorceress Booklets:
Naval Officer Manual
Restless Universe
Extra Seasons for Apple Computer
Statis Pro Baseball (51,56,59,61,
Famous Players)
Extra Course disks for Apple version
of Tournament Golf (Pebble Beach
and The Masters) ea. 20.00

## Leisure Time/Family Games



ACQUIRE

Gameboard

Set of Tiles

Pack of Mon Stock Cert.

Info. Cards S

Rules .

BALL

Rules ....

Dealer Card S Blue Card De

Brown Card I

BLACKJACK

Card Game D

Complete Set

BLACK SPY Complete Set Rules

Score Pad

BOOK OF LIST

Gameboard Rules ... Counters.

List Cards De

BUREAUCRA Gameboard .

Counters (2) Rules ....

Code of Regul Set of Bucksli

Situation Card Power File Env

Package of Mo

**BUSINESS ST** Gameboard

Rules

Score Pad .

Set of Climate

Package of Mo

Set of 16 Pawn

BRIDGE. C

### \* VENTURE

\$7.00 Quick-play, fast-paced card game for 2 or more players; wheeling and dealing to acquire control of hi-tech industries.

#### INVENTIONS

\$6.00 PARTS

PARTS

**Rules: 2.00** 

**Rules: 2.00** 

Scorepad: 2.50

Corp. Cards Deck: 3 00

Paperback Book: 3.95

The Sources Cards Deck: 3.00

await availability announcement Part book . . . part game! You'll find it fun to test your powers of perception by guessing what the actual patented inventions were designed for . . . and every one interesting to discuss what they really are!

### \*New for 1984

				and the second s
		CHESS	24.00	Raw Material Cert
		Gameboard	10.00	(3 Packs)
****************		Rules	1.00	Special Crayon
ney		Complete Set of Chessmen		
Set of 7 packs		(specify both colors and type)	18.00	FACTS IN FIVE
Set	1.00	each piece		Rules
********************	1.00	No Box Available		Master Score Card
	C 00			Playcard Pad
		CLASS STRUGGLE	16.00	Alphabet set of Pie
Shoe		Mapboard		Deck of Cards
		Rules		Timer
BCk		Alliance/Chance Cards	0.00	
Deck	3.00	(pink/green)	2.00	FEUDAL
CONTRACT		Genetic Dice (2)		Divider Screen
GIN RUMMY		Special Die (1)		Divider Screen Hole
ecks	5.00	Player Class/Asset/	1.00	Mapboard
t		Debit Markers	3.00	Rules
	13.00		5.00	Set of 4 Board Hold
	6.00	THE COLLECTOR	12.00	Set of Playing Piec
t of Cards	3.00	Gameboard	6.00	specify color
	2.00	Rules	1.00	Dk. Blue, Med. Blu
	2.50	Master Collector Pad	2.50	Dk. Brwn, Med.
		Pack of Money		FORFION EVOLUTION
TS	11.00	Rare Item Cards Sets	3.00	FOREIGN EXCHAN
	6.00	Special Value Cards Set		Gameboard
	1.00		1.00	Rules
	3.00	Red & Blue Dice Set	1.00	Counters
eck	4.00	Storage Tray	3.00	Risk/Currency Car
ICY	16.00	DILEMMAS	C 00	City/Borrowing Car
	8.00	Rules	6.00	Hedging Workshee
		Paperback Book	2.00	Foreign Exchange V
·····EA.	3.00	Scorepad	3.95	Net Worth Workshe
lations	3.00	Scorepau	2.50	G0
ip Cards (8)		DRINKERS WILD	11.00	Gameboard
	1.00	Gameboard	6.00	
ds Set	2.00	Rules		Rules
velope	1.00	Pack of Money	2.00	2 Channels
oney	3.00	Wild/Bottle Cards Set (32)	3.00	White Pieces
TRATEGY	14.00	Playing Pieces Set (4)	1.00	Black Pieces
	8.00	riaying riddes Set (4)	1.00	GOLD
	3.00	EXECUTIVE DECISION	1.00	Gameboard
	2.50	Price Level Gameboard	5.00	Playing Pieces
Cards	1.50	Rules	2.00	
oney	3.00	Tally Pad	3.00	Rules
ns	1.50	Pack of Money	2.50	Investment Certifica
	1.00	rues of money	2.50	Risk & Option Cards

Raw Material Certificates		
(3 Packs)	2.00	
Special Crayon	1.00	
FACTO IN FILE		
FACTS IN FIVE	14.00	
Rules	1.00	
Master Score Card Pad	2.50	
Playcard Pad	4.00	
Alphabet set of Pieces	2.00	
Deck of Cards	4.00	
Timer	2.00	
FEUDAL	18.00	
Divider Screen	2.00	
Divider Screen Holders	1.00	
Mapboard	8.00	
Rules	2.00	
Set of 4 Board Holders	1.00	
Set of Playing Pieces-	1.00	
specify color	3.00	
Dk. Blue, Med. Blue, Lt. Blue,	0.00	
Dk. Brwn, Med. Brwn, Lt. Brwn		
FOREIGN EXCHANGE	16.00	
Gameboard	8.00	*
Rules	3.00	
Counters	3.00	
Risk/Currency Cards Set	2.00	
City/Borrowing Cards Set	2.00	
Hedging Worksheet Pad	2.50	
Foreign Exchange Worksheet Pad	2.50	
Net Worth Worksheet Pad	2.50	
00	10.00	
	18.00	
Gameboard	8.00	
Rules	2.00	
2 Channels	1.00	

6.00

6.00

19.00

8.00

3.00

3.00

ates ..... 5.00

3.00

prices & Yields Change Cards	2.00
playing Aid Cards	2.00
Money	3.00
Special Die	1.00
HEXAGONY	11.00
Gameboard	6.00
Playing Pieces	3.00
Rules	3.00
Terrain Markers (12)	2.00
IMAGE	13.00
Gameboard	6.00
Rules	3.00
Score Pad	2.50
Profile Cards (2 Decks)	6.00
	0.00
INTERN	13.00
Gameboard	6.00
Rules	3.00
Page Cards Set	2.00
Diag/Patient/Treatment Cards	2.00
Assortment of Time Scrip	3.00
Playing Pieces Set	1.00
Storage Tray	3.00
	3.00
MOONSTAR	11.00
MOONSTAR Gameboards (2)	<b>11.00</b> 6.00
MOONSTAR	<b>11.00</b> 6.00 3.00
MOONSTAR Gameboards (2) Counters Rules	11.00 6.00 3.00 2.00
MOONSTAR Gameboards (2) Counters	<b>11.00</b> 6.00 3.00
MOONSTAR Gameboards (2) Counters Rules One Minute Timer	<b>11.00</b> 6.00 3.00 2.00 2.00
MOONSTAR Gameboards (2) Counters Rules One Minute Timer OH-WAH-REE	11.00 6.00 3.00 2.00 2.00 11.00
MOONSTAR Gameboards (2) Counters. Rules One Minute Timer OH-WAH-REE Playing Pieces.	11.00 6.00 3.00 2.00 2.00 11.00 5.00
MOONSTAR Gameboards (2) Counters. Rules One Minute Timer OH-WAH-REE Playing Pieces. Marbles	11.00 6.00 3.00 2.00 2.00 11.00 5.00 3.00
MOONSTAR Gameboards (2) Counters Rules One Minute Timer OH-WAH-REE Playing Pieces Marbles Rules	11.00 6.00 3.00 2.00 2.00 11.00 5.00 3.00 1.00
MOONSTAR Gameboards (2) Counters. Rules One Minute Timer OH-WAH-REE Playing Pieces. Marbles	11.00 6.00 3.00 2.00 2.00 11.00 5.00 3.00
MOONSTAR Gameboards (2) Counters Rules One Minute Timer OH-WAH-REE Playing Pieces Marbles Rules	11.00 6.00 3.00 2.00 2.00 11.00 5.00 3.00 1.00
MOONSTAR Gameboards (2) Counters. Rules One Minute Timer OH-WAH-REE Playing Pieces. Marbles Rules Plastic Trays	11.00 6.00 3.00 2.00 2.00 11.00 5.00 3.00 1.00 5.00
MOONSTAR Gameboards (2) Counters Rules One Minute Timer OH-WAH-REE Playing Pieces Marbies Rules Plastic Trays OUTDOOR SURVIVAL	11.00 6.00 3.00 2.00 2.00 11.00 5.00 1.00 5.00 15.00
MOONSTAR Gamebaards (2) Counters Rules One Minute Timer OH-WAH-REE Playing Pieces Marbles Rules Plastic Trays OUTDOOR SURVIVAL Gameboard	11.00 6.00 3.00 2.00 2.00 11.00 5.00 3.00 1.00 5.00 15.00 8.00
MOONSTAR         Gameboards (2)         Counters         Rules         One Minute Timer         OH-WAH-REE         Playing Pieces         Marbies         Rules         Plastic Trays         OUTDOOR SURVIVAL         Gameboard         Counters	11.00 6.00 3.00 2.00 2.00 11.00 5.00 3.00 1.00 5.00 15.00 8.00 3.00
MOONSTAR Gameboards (2) Counters. Rules One Minute Timer OH-WAH-REE Playing Pieces. Marbles Rules Plastic Trays. OUTDOOR SURVIVAL Gameboard. Counters. Rules	11.00 6.00 3.00 2.00 2.00 11.00 5.00 1.00 5.00 15.00 8.00 3.00 3.00 3.00
MOONSTAR Gameboards (2) Counters Rules One Minute Timer OH-WAH-REE Playing Pieces Marbies Rules Plastic Trays OUTDOOR SURVIVAL Gameboard Counters Rules Primer	11.00 6.00 3.00 2.00 2.00 11.00 5.00 1.00 5.00 15.00 8.00 3.00 3.00 2.00
MOONSTAR         Gameboards (2)         Counters         Rules         One Minute Timer         OH-WAH-REE         Playing Pieces         Marbies         Rules         Plastic Trays         OUTDOOR SURVIVAL         Gameboard         Counters         Rules         Primer         Set of 5 Scenario Cards         Set of 4 Life Level Index Cards	11.00 6.00 2.00 2.00 2.00 11.00 5.00 1.00 5.00 15.00 8.00 3.00 2.00 2.00 2.00 2.00
MOONSTAR Gamebaards (2) Counters Rules One Minute Timer OH-WAH-REE Playing Pieces Marbles Rules Plastic Trays OUTDOOR SURVIVAL Gameboard Counters Rules Primer Set of 5 Scenario Cards	11.00 6.00 3.00 2.00 2.00 11.00 5.00 1.00 5.00 15.00 8.00 3.00 3.00 2.00 1.00
MOONSTAR         Gameboards (2)         Counters         Rules         One Minute Timer         OH-WAH-REE         Playing Pieces         Marbles         Rules         Plastic Trays         OUTODOR SURVIVAL         Gameboard         Counters         Rules         Primer         Set of 5 Scenario Cards         Set of 4 Life Level Index Cards         Quickie Rules Sheet	11.00 6.00 3.00 2.00 2.00 11.00 5.00 1.00 5.00 15.00 8.00 3.00 3.00 2.00 1.00

	2.00	PETER PRINCIPLE	11.00	STOCKS & BONDS	15.00
	2.00	Gameboard	6.00	Stock Board	5.00
	3.00	Major/Minor Decision Cards	3.00	Rules	2.00
	and the second	Final Placement Cards	2.00	Transaction Pad	3.00
		Playing Pieces Set	1.00	Market Price Card .	1.00
		Rules	3.00	Pack of Stock Certificates	4.00
				Set of Situation Cards	1.50
• •= :+		POINT OF LAW	13.00	Special Crayon	1.00
		Score Board	5.00		
	2.00	Casebook/Rules	8.00	STOCK MARKET	14.00
	13.00	Decision-Answer Pad	2.50	Gameboard	6.00
		Special Crayon	1.00	Rules	3.00
		Special drayon	1.00	Trend Cards Set	1.00
				Stock Certificates Set	2.00
		RAIL BARON	15.00	Pack of Money	3.00
		Gameboard	8.00	Bag of 30 Discs & 5 Pawns	1.50
	13.00	Rules	3.00	One Minute Timer	2.00
	6.00	Payoff Chart	1.00	Game I-Details of Playsheet	1.00
	3.00	Title/Train Cards Set	2.50		
		Set of 6 Pawns/12 Chips	1.50	TRIPPPLES	
	2.00	Pack of Money	3.00	(Deluxe Wooden Version)	11.00
	3.00				
	1.00	SHAKESPEARE	14.00	TUF & TUFABET	17 00
	3.00	Gameboard	6.00	Specify Which Game	17.00
	11.00	Rules	2.00	Complete Set of Cubes	12.00
100		Set of 112 Quotation Cards	3.00	Rules	2.00
		Set of Pawns	2.00	Timer: 1,2,3 Minute	2.00
					2.00
	~ ~ ~ ~	SLEUTH	6.00	THINKT	
	2.00	Rules	2.00	TWIXT	18.00
	11.00	Information Sheet Pad	2.50	Gameboard	8.00
	5.00	Gem Deck Cards	3.00	Rules Links: Black & Red Sets EA.	2.00
	3.00	Search Deck Cards	3.00	Pegs: Black & Red Sets	3.00
	1.00	Plastic Tray	2.00	Peys. Black & Red SelsEA.	3.00
	5.00				
	45.00	SMOKERS WILD	11.00	WORD POWER	14.00
		Gameboard	6.00	Gameboard	6.00
		Rules	2.00	Rules	2.00
A- + +		Pack of Money	3.00	Vocabulary Builder Guide	2.00
* * *		Brand/Occupation		Key Word Cards Set	5.00
		"Have a Puff" Cards Set (44)	3.50	Set of Pawns Pack of Money	1.00
		Playing Pieces (12)	2.50	Pack of Money	3.00
	1.00				

## ★ NEW FANGLED ★ **AVALON HILL'S Game of Trivia** SET I

Players vie for their diploma from Trivia Tech

6600 Questions and Answers on over 1000 cards! Subjects include movies, technology, sports, history, television, music & arts, outer space . . . and much, much more!

(Future sets to be announced)

Prices subject to change without notice

## **Sport Games** featuring **Sports Illustrated and Statis Pro**



#### \$16.00

The Sports Illustrated track & field game to be mutually promoted for the Olympics at Los Angeles this summer.

#### PARTS

Gameboard: 4.00 **Rules: 4.00** Counters: 3.00 Score Pad: 2.50 Play/Action Folder: 2.50

#### \*New for 1984

BASEBALL STRATEGY	15.00	Score F
Gameboard	8.00	10 Yard
Rules	3.00	Widow
Red/Blue Roster Cards	2.00	
7 Red Pitch Cards	1.00	PAYDI
Score Pad	2.50	Gameb
Set of 6 Pawns	1.00	Rules
Xtra Roster Cards (Blanks)	4.00	Team (
		1982
BASKETBALL STRATEGY		198
Gameboard		190
Rules		1980
Player Counters	3.00	
Set of 2 Pawns, Dice &		1977
2 Score Chips		1976
Score Pad		1972
Set of 9 Defense Cards	1.00	New
BOWL BOUND	15.00	Footbal
Gameboard		Numbe
Rules		Score P
Toom Charte Sot	12.00	Priority
Team Charts Set	12.00	Power F
Team Charts Set II. 10 Yd. Marker/Ftbl Set	12.00	1958 N
Number Dice Set		Baltir
Score Pad		
50016 Fau	2.50	PENNAN
CHALLENGE FOOTBALL	14.00	Rules
Gameboard	8.00	Team Bo
Rules	2.00	Club Rec
Set of 3 Vinyl Pockets	3.00	Team Sta
Set of 6 Play/Cover Cards	3.00	
Yard Marker & Ruler	1.50	PRO GOL
Set of 3 Shift Cards	1.00	Augusta
Special Crayon	1.00	Rules .
Calculator	3.00	Set of Go
lo Box Available		Scorepa
		ocorepa
OOTBALL STRATEGY		
ameboard		PRO TEN
Rules		Mapboar
Defense Cards Set		Counters
Ball Control / Aerial Game Chart		Rules
Pro Style Offense Play Chart	2.00	Playing (
ITEMS printed on a shaded	area da	

Pad	2.50	DECATTA	40.00
rd Marker/Football Set		REGATTA	16.00
v's Handbook			8.00
	2.00	Rules	2.00
		Wind Indicator	1.00
IRT		Spinnaker Cards Set	2.00
board		Set of Metal Boats/Buoys	6.00
	2.00		
Charts Set-specify		SLAPSHOT	9.00
B2	12.00	Mapboard	4.00
81 Teams	12.00	Rules	3.00
BO Teams		Player Cards Deck	3.00
79 Teams		Season Log Pad	2.50
77 Teams		8 Pawns	1.00
76 Teams			
72 Teams	12.00	SPEED CIRCUIT	14.00
w team charts available each Fall		Gameboard	8.00
all/10-yd marker	1.00	Rules	3.00
er Dice Set	1.00	Plastic Cars Set (6)	0.000
Pad	2.50	Performance Pad	4.00
y Chart	2.00	Extra tracks	2.50
Rating Chart	2.00	Grand Prixs of:	
NY Giants vs.			
imore Colts	2.75	Britain, Belgium, South Africa	
		France & Detroit	
NT RACE	14.00	or 2	/\$5.00
		GRAND PRIX	
	2.00	Accessory Pack I (10 tracks)	14.00
ooklet	8.50	Accessory Pack II (8 tracks)	12.00
cord Pad	2.50	( entirely new tracks for Speed Circuit)	12.00
tanding Pad	2.50	( and of non nacks for opeca chear)	
)LF	11.00		
ta Course Book	6.00	STATIS-PRO BASEBALL	
	2.00		20.00
Golfer Cards ('82, '83) EA.	2.50	Gameboard	6.00
ad	3.00	Rules (2nd Ed.)	2.00
		Player Cards (79,81,82,83) EA.	12.00
NNIS	10.00	New player cards available each Spring	
	16.00	Fast Action Deck	5.00
ard	4.00	Score Pad	3.00
rs	1.00	Baserunners Set	2.00
·····	3.00	Out Charts Cards Set	2.00
Cards	10.00	Statistical Guide (79,80) EA.	1.00
the second se			

REGATTA	
Gameboard	8.00
Rules	
Wind Indicator	
Spinnaker Cards Set	
Set of Metal Boats/Buoys	6.00
SLAPSHOT	9.00
Mapboard	4.00
Rules	3.00
Player Cards Deck	3.00
Season Log Pad	2.50
8 Pawns	1.00
SPEED CIRCUIT	14.00
Gameboard	8.00
Rules	
Plastic Cars Set (6)	4.00
Performance Pad	2.50
Extra tracks:	
Grand Prixs of:	
Britain, Belgium, South Africa	
France & Detroit	
	or 2/\$5.00
GRAND PRIX	
Accessory Pack I (10 tracks)	
Accessory Pack II (8 tracks)	

### Sports Games Continued

Player Card Envelopes	2.50	
Player Stat Sheets Pad	3.00	
Computation Sheets Pad	3.00	
Blank Player Cards Set	4.00	
1955 World Series Player Cards	2.00	
1961 Player Card Set.	15.00	
STATIS-PRO BASKETBALL	16.00	
Gameboard	6.00	
Rules	2.00	
Player Cards 77-78, 78-79,		
79-80,80-81,81-82, 82-83		
(specify season) EA.	12.00	
New player cards available each Summ	ner	
Fast Action Cards Deck	5.00	
Score Pad	3.00	
Blank Player Cards Set	4.00	
Lakers vs. Knicks 1970		
NBA Championship Cards	2.00	

STATIS-PRO FOOTBALL	24.00	TITLE BOUT	17.00
Gameboard	3.00	Gameboard	6.00
Rules (3rd ed.)	3.00	Boxer Cards: Specify 79,80,81,82 EA.	12.00
Lineup Boards:		Rules	2.00
OffensiveEA.	1.00	Score Pad	3.50
Defensive	1.00		
Score Pads	2.50	USAC AUTO RACING	14.00
Football/10-yd Marker	1.00	Gameboard	8.00
Player Cards Set		Rules	1.00
'81, '82 (specify) EA.	14 00	Driver Cards: specify 78, 80, 82 EA.	6.00
1957	15.00	Racing Pad	2.50
new player cards available each Fall	10.00	Set of 33 Plastic Cars	2.00
		WIN, PLACE & SHOW	14.00
SUPERSTAR BASEBALL	15.00	Gameboard	8.00
Gameboard	6.00	Rules	2.00
Rules	1.00	Race Forms	1.00
Player Cards Set	8.00	Betting Pad Set 3 for	2.50
Score Pad	3.00	Plastic Racehorse Set (6)	3.00
Number Dice Set	1.00	Pack of Money	3.00
Pawns Set	1.00		
Player Cards Set II	7.00	Great Thoroughbreds	
	1.00	1860's-1910's	1.25

	14.0
Gameboard	8.0
Rules	1.0
Driver Cards: specify 78, 80, 82 EA.	6.0
Racing Pad	2.5
Set of 33 Plastic Cars	2.0
WIN, PLACE & SHOW	14.0
Gameboard	8.0
Rules	2.0
Race Forms EA.	1.0
Betting Pad Set 3 for	2.5
Plastic Racehorse Set (6)	3.0
Pack of Money	3.0
Great Thoroughbreds	
1860's-1910's	1.2
1920's-1970's	1.2

## Magazines

Heroes Maga	zine		Between now and August
1 yr. Sub. 12.00 post-paid	2 yr. Sub. 18.00 post-paid	31, 1984, SPECIAL RATE:	CHARTER SUBSCRIPTION One full year only \$10.00
Canada, Mexico and Overs	eas customers use sam	e rates as The General.	Sample Issue 3.00

INDEX-THE AVALON HILL GENERAL INDEX and Catch up on your hobby's history. Within this booklet you will be able to follow the growth of The Avalon Hill Game Company, who started it all way back in 1952.

You will also find a guide to every Avalon Hill game ever published and the content of each issue of The General, the company's official magazine. Now you will be able to secure every article from The General as well as out-of-print game components for yourself via Avalon Hill's photostatic service. Covers Volumes 1 thru 16.

eneral (USA)	(War Games)
Sub. 12.00	2-yr. Sub. 18.00
paid	post-paid
stic 1st Class	add 9.00/yr.

	San	nple or	Back	Issue	3.00
(Plus	10%	postag	e and	hand	ling.)

ne General	Can
yr. Sub. 21.00	2 yı
post-paid	
'he General	
yr. Sub. 24.00	2 yı
oost-paid	

The G

1-yr.

post-

Dome

icrocomputer Games	Newsletter (USA)
Yr. Sub. 4.00	2 Yr. Sub. 7.
st-paid	post-pa

#### **Microcomputer Games**

.00 1

.00

ada & Mexico

. Sub. 36.00

post-paid

Overseas

post-paid

. Sub. 42.00

D

1 yr

Mie

Newsletter	Canada & Mexico
r. Sub. 6.00	2 yr. Sub. 11.50
st-paid	post-paid
crocomputer Games N	lewsletter Overseas

d	1 yr. Sub. 8.00	2 yr. Sub. 15.50
5	post-paid	post-paid
)		
t	Sample or Back Issue starting	g with Volume 1,
	No. 3	1.25 each

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

## **Miscellaneous Merchandise**

tube to prevent creasing. Specify D-Day type

(5/8" hex) 22" × 28", OR Panzer type (13/16" hex) 22" × 24" ..... each 1.50

1.00

Finished folding boards minus the printed map-

sheet itself. Specify: (D-Day size) 14" × 22" OR

Holds isomorphic mapboards in position ... 1.00

**MAPSHEETS UNMOUNTED** Specify name of

game. Price same as mounted game board. Great for mounting on any surface including metal.

MAGNETIC Strips for Counters

MAPBOARDS, BLANK RIGID

MAPBOARD CLIPS (Set of 4)

One ft.

#### BINDERS for The General (holds 10 issues) . 6.00 HEX SHEETS

#### BOXES (Empty)

Standard Boo	okcase (spe	cify ga	ime) s	ize:3.00
All-Purpose	Bookcase	size	(for	out-of-stock
boxes):				
Flat box (spe	cify game) s	ize: .		
Longest Day	box:			

#### BUMPER STICKERS

#### COUNTERS, BLANK

- (a) BLANK WHITE, suitable for coloring with felt tipped pens. Specify: 1/2" (D-Day size or % " (Panzer). (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

HATS

HEX PADS Approx. 30 sheets per pad each  $8 \times 10$  printed both sides. 216 hexes one side. 

#### PLAY-BY-MAIL KITS

White, unmounted cardboard shipped in mailing The following games can be played by mail: PBM Kits:

Afrika	Korps.	Anzio,	Bulge	(pre-1981	ed.),
D-Day,	Kriegsp	iel, Lu	ttwaffe,	Panzerblitz,	Stal-
ngrad,	and Wa	terloo.			
2-Pla	ayer Kit (	specify	game)		7.00
		and and a start of	Same		4 00

1-Player Kit (specify game)	 00
Rules only (specify game) .	 00

#### 

4 for 5.00 12 for 11.00

6 for 8.50

12 for 15.00

Blitzkrieg, Battle of the Bulge (New Edition), Rus-
sian Campaign.
2-Player Kit (specify game)
1-Player Kit (specify game)
(Rules included)

#### Fortress Europa PBM Kit:

2-Player Kit	. 10.00
1-Player Kit	. 6.00
Rules	
NOTE: Kits are of no value unless players a	lso own
the game.	

STOR/	AGETRAY	S(Set of 3).			4.00
Holds	counters	separate in	48	different	recep-
tacles	-include:	s plastic lids			

T-SHIRTS Panzerblitz box cover, orange & black. Specify Small, Medium, Large, X-Large ... 6.00 Squad Leader box cover, orange & black. Specify 

## THE GENERAL

It doesn't take much of a pitch to sell THE GENERAL these days. It sells itself. Just take a look at the rest of the hobby press. There isn't a better buy for your dollar anywhere. THE GENERAL has 48 + pages of full color gaming material and no paid advertising. But we don't intend to stand on our laurels, and each year should see more steady improvements. A proven success, THE GENERAL will continue to evolve into the deluxe periodical of the hobby.

Every bi-monthly issue is jammed full of articles on Avalon Hill games. Written by the AH staff or wargaming experts and enthusiasts, articles range from historical tie-ins and background events to

strategy and tactics. Each issue usually has a SERIES REPLAY; a move by move recreation of a game between two expert players. There are also new product announcements, product reviews, and a contest that gives away over \$150 of merchandise each issue. In recent issues, there have been professional variants to certain games with special inserts containing new maps or counters. Finally, there is also a postage coupon in every issue, good for helping to pay the cost of a mail order.

No real hobby member can afford to be without a subscription to THE GENERAL. But if you're still not convinced, order a sample issue first (see current Parts List for cost). One look should be enough.

# PUZZLE STICKS

## SPECIAL SIZZLING OFFER: Buy 2—Get 1 FREE 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.

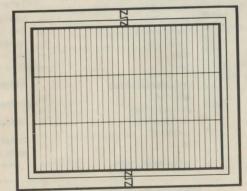
Each PUZZLE STICK & PUZZLE STICK GAME comes complete with box, rules, puzzle and interlocking frame.

GIBSON GIRLS	PRICE
Two drawings of the late famous American artist, Henry Dana Gibson, have been transformed into optical illusionary works. See if you can find these beauties amongst the scrambled sticks.	\$6.00
PRESIDENTIAL MUNCHIES Gone are the years of the humble jelly bean, thanks to the American voters! What's that peanut doing in the jar of jelly beans?	\$6.00
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 sticks to provide the most stimulating challenge any puzzle could offer.	\$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 different solutions.	\$6.00

#### PUZZLE STICK POKER GAME

A bundle of two-sided sticks becomes two community poker hands usable in a variety of poker dames.

\$6.00



## **Discontinued Parts List 1984**

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.

#### \*GAMES WITH AN ASTERISK DENOTE COMPLETE GAME AVAILABLE (ALL GAMES & PARTS SOLD ON AN "AS IS" BASIS)

ACQUIRE (3M)	50.00	Paper Asset Set	2.50	CHALL
AFRIKA KORPS CR/1965		Counter	2.50	Rules
Rules Cr/1964	2.00	Playing Pieces Set	3.00	Play Ch
Manual Cr 1965/1975	2.00	BID AND BLUFF* (3M)	20.00	Score C
German Language Rules	4.00	Plastic Mat	5.00	Special
		Card Set	5.00	
AIR FORCE CR/1976* (BL)	25.00	Instructions	4.00	CIRCU
Rules Folder	4.00	Decals Set	1.00	(BL)
Complete Board (6 Sections)	8.00	6 Wooden Blocks (\$1.50 ea.)	9.00	Mapsh
Range Table Card	2.00	1 Red Die	1.00	Errata
AIR FORCE/DAUNTLESS				Counte
EXPANSION KIT (BL)	50.00	BIG LEAGUE BASEBALL (3M)*	20.00	Betting
Rules	4.00	Vinyl Play Board	10.00	Charts
Counters	3.00	Pitching Indicator	4.00	Rules
		Play Charts (2)	3.00	CLASS
ALPHA OMEGA (BL)	35.00	Red Baserunners (2)	1.50	Gameb
Mapboard	20.00	Black Baserunners (2)	1.50	Playing
ANZIO (CR '69)	50.00	Scoring Tabulator	5.00	Rules
ANZID (Ch 09)	50.00	Red Team Cards	2.00	Alliand
4 Card Insert Vol. 16 #1 EA.	1.00	Blue Team Cards	2.00	Geneti
		2 Dice	1.00	Specia
ARMOR SUPREMACY (BL)*	25.00	Pencil	1.00	Asset/
BACKGAMMON GAME* (3M)	35.00	BLACK MAGIC KIT (Last One)	100.00	A3300
Cork Board	20.00			COLLE
Red Pieces Set	7.50	Rules		(CF
Ivory Pieces Set	7.50	the second of the second	30.00	Plastic
Instructions	2.00	Ritual Board 6 Die Cut Middle Circle Cards	7.50	Team
2 Dice Cups	4.00			Chart
2 White Dice	1.00	16 Die Cut Circle Cards Small	7.50	Plastic
2 Red Dice	1.00	65 Psychic Expression Cards	9.00	Rules
		BOWL BOUND (SI)* (Last One)	75.00	Numb
BARRIER (AL) (Last One)	35.00			Scoret
		BLUE LINE HOCKEY (3M)		1 Whe
BASEBALL STRATEGY New Charts from		Shot Calculator	4.00	Numb
Vol. II #4 ASR	1.00	Penalty Cards	2.50	Scoret
BATTLE OF THE BULGE CR/1965*	25.00	Bagged Red Players (6 to a set) (set)	4.00	1 Whe
Mapboard	10.00	Bagged Blue Players (6 to a set) (set)	4.00	CONT
Rules Manual	4.00	Instruction Book	3.00	Rules
			5.00	nules
Counter Sheet		Scoring Tabulator		Disting
	6.00	Decals	1.00	
0/A 2 Card Set	6.00 4.00	Decals	1.00 1.00	Glass M
0/A 2 Card Set	6.00 4.00 1.00	Decals	1.00	Glass M
0/A 2 Card Set TRC Battle Results Table Card	6.00 4.00 1.00 2.00	Decals	1.00 1.00	Glass M No Box
0/A 2 Card Set	6.00 4.00 1.00	Decals	1.00 1.00 1.00	Glass M No Box CONTR
0/A 2 Card Set TRC Battle Results Table Card German Language Rules	6.00 4.00 1.00 2.00	Decals	1.00 1.00 1.00 22.50	Glass M No Box CONTR
0/A 2 Card Set TRC Battle Results Table Card German Language Rules BEAT INFLATION*	6.00 4.00 1.00 2.00 4.00	Decals	1.00 1.00 1.00 22.50 4.50	Glass M No Box CONTR
0/A 2 Card Set TRC Battle Results Table Card German Language Rules BEAT INFLATION* Board	6.00 4.00 1.00 2.00 4.00 <b>25.00</b>	Decals	1.00 1.00 1.00 22.50 4.50 21.00	Glass N No Box CONTR CONTR CONTR
0/A 2 Card Set TRC Battle Results Table Card German Language Rules BEAT INFLATION* Board Rules Manual	6.00 4.00 1.00 2.00 4.00 <b>25.00</b> 6.00	Decals	1.00 1.00 1.00 22.50 4.50 21.00 12.00	Playing Glass N No Box CONTR CONTR CONTR
Counter Sheet O/A 2 Card Set TRC Battle Results Table Card German Language Rules BEAT INFLATION* Board Rules Manual Money Set Loan Card Set	6.00 4.00 1.00 2.00 4.00 <b>25.00</b> 6.00 4.00	Decals	1.00 1.00 1.00 22.50 4.50 21.00	Glass N No Box CONTR CONTR CONTR

	-
CHALLENGE GOLF (3M)	
Rules	6.00
Play Chart	8.00
Score Card	7.00
Special Crayon	1.00
opoolar or ajoin the termination of the	
CIRCUS MAXIMUS/GLADIATOR	
(BL) CR/1979	75.00
Mapsheet	6.00
Errata Sheet	1.00
Counter Sheet	2.00
Betting Sheet	1.00
Charts & Tables Card	1.00
Rules	2.00
CLASS STRUGGLE CR/1978* (Flat Box).	25.00
	10.00
Gameboard	
Playing Pieces (wood)	3.00
Rules	5.00
Alliance/Chance Cards	4.00
Genetic dice (set of 2)	1.50
Special die	1.00
Asset/Debit Cards	4.00
COLLEGE FOOTBALL (SI) (Last One)	100.00
(CF2) (Originally called BOWLBOUND)	
Plastic Football	3.00
Team Charts copyright 1971	10.00
Chart Legend	1.00
Plastic Green Playing Field	5.00
Rules	4.00
Number Dice Set	1.00
Scoreboard Stand Up Type	5.00
	2.00
1 Wheel Type Scoreboard	
Number Dice Set	1.00
Scoreboard Stand Up Type	5.00
1 Wheel Type Scoreboard	2.00
CONTIGO (3M) (Deluxe Edition)	50.00
Rules	5.00
Playing Pieces	10.00
Glass Nuggets	18.00
No Box Available	10.00
CONTRACT BRIDGE	4.00
CONTRACT GIN RUMMY	4.00
CONTRACT BLACK JACK	4.00
COURIER Spanish/French Rules (Games	
less lid) (AL)	
(Close out)	5.00

CUSTER'S LAST STAND (BL)	75.00	Gettysburg PBM for '61 or '64		Flay by Main the two to to the	.00
	4.00	Version—1 Player Kit	5.00	nules Filotostat	00.00
D-DAY German Language Rules*	4.00		2.00	Unmounted Mapsheets	1.00
DAUNTLESS (BL) CR/1976	25.00	GD (3M)	0.00	KRESKRIN'S KRYSTAL Puzzler (3M) 25	5.00
Rules	5.00		4.00		
Range Table Card	2.00			MAGIC REALM Q. & A./Table of Season	1.00
Counter		GO FOR THE GREEN (SI)	0.00	Vol. 16 #4	1.00
Complete Board	8.00	100001121011110	2.00	MAJOR LEAGUE BASEBALL (SI)	
DECATHLON (See TRACKMEET) (SI)		10034,0,0,14,10,10	2.00	4 Plastic Baserunners	5.00
DIPLOMACY CR/1961		10100110,010,11,12,101111	5.00	MASTER MAZE (3M) (Last One) 3	5.00
10 Cubes of Wood-Specify Color and		mon Sriv Gildit	5.00	mASTER MALE (3m) (Last bit)	0.00
Fleet or Army	1.00	Women's Pro Chart	7.50	MIDWAY German Language Rules	4.00
(Light Blue not available separately	()	Rules	3.00	MR. PRESIDENT (3M)	
Set Wooden Cubes Complete	10.00	Score Pad	3.00		3.00
DRINKERS WILD (Gamma II)	15.00	Special Pencil	1.00	Set of 3 (of 5 Card Decks)	8.00
ELRIC (Chaosium)	25.00	Special renormalized		Rules Photostat	3.00
ELNIC (Chaosidin)		GUADALCANAL	10.00		2.00
EVADE GAMETTE (3M)		Board Photostat	10.00	Ballot Box Cover	2.00
Gold Pieces each:	2.00	US 0/A Card	2.00	Incumbent Year Chart Reprint	2.00
Silver Pieces each:		Jap 0/A Card	2.00	Pencil	1.00
Set Magnets		Casualty Table Card	2.00	MR. WHO (3M)	
Rules		Casualty Record Pad (we only sell		Game Mat Board	0.00
Board		photostatic copies-1 sheet at this	1.00	Reward Markers	2.00
Dourd		price)	2.00	Instructions	2.50
EVENTS GAME (3M)		Time Record Card	4.00	Mr. Who Cards	3.50
Locations Indicator		Manual	4.00	Deduction Pads	3.50
World Map			75.00	Suspect Cards	3.50
Play Book w/rules		NANDICAI GOLI (01)	15.00	Gangster Cars	2.50
Score Pad	6.00	Distance & Direction Finder 2 Part Plastic	5.00		75.00
EXECUTIVE DECISION (3M)	25.00	8 Play/Action Folders with Rules	0.00	MUNAU (Lastone) (om)	10.00
		copyright 1971	12.00	Mullau Galus (10)	15.00
FACTS IN FIVE (3M)	40.00	Pencil		Rules	5.00
FLAT TOP (BL) CR/1976	. 35.00	Poncil			
Rules Folder	5.00	HECTIX (3M) Red, White & Blue	25.00	NAVAL WAN (SL)	25.00
Game Tables Card	. 2.00	HECTIX PUZZLE (3M) (Clear)	25.00	Rules of Play	2.00
Japanese Operations Chart		Instructions	1.00	Red & Blue Card Sets	10.00
Allied Operations Chart		Pieces each, Clear, Red, White, Blue		Pad	1.50
Counter #1 Allied		Draw Diagram of piece needed	1.00	NEO CHESS (3M)	25.00
Counter#2 Japanese	0.00			Pawns (ea)	2.00
Complete Board	. 8.00	HIGH BID GAMETTE (3M) (Last One)	75.00	Kings (ea)	2.00
FOIL GAME (3M)	75.00	IMAGE (3M)	37.50	Queens (ea)	2.00
Instructions		Vinyl Board		Knights (ea)	2.00
3 Minute Timer		Tray	5.00	Bishops (ea)	2.00
Card Deck A-L				Instructions	2.00
Card Deck M-Z	. 5.00	INSURGENCY (BL)	35.00 5.00	1914	
Card Holder Tray with Scoring Table	3.00	Rules of Play		(Allied Counters are Photostats provided	
		Insurgency Unit Sheet Counters	15.00	with 1 set blank white 1/2 " counters)	2.00
FOIL GAMETTE* (3M)	25.00	KINGMAKER CR 1976 (Disc. Parts)		Allied Counter	3.00
FOREIGN EXCHANGE (Flat Box)	25.00	Mapboard	4.0	German counter	2.00
		Rules	3.0	Introductory card	2.00
FRANTIX PUZZLE (Last One) (3M)	50.00	Counters		German onit ondit	
FURY IN THE WEST (BL)	25.00			Allied Unit Chart Combat Results Table Card	
		Defense Card Sets		and the second	5
GETTYSBURG CR/1964		Manual			1.00
Rules	4.00				
Combat Results Table Card			2.2		2.00
0/A Card Blue				00 Upmounted Mansheet	10.00
0/A Card Grey					4.00
Counters	6.00	Play by Mail Kit one Person		nullo	
0/A Card Grey	2.00	Black Board	. 4.0	00 Unmounted Mapsheet	

Prices subject to change without notice ---

		0111
OBJECTIVE ATLANTA (BL)		QUI
Map	6.00	Red
Confederate Stacking Bases Chart	2.00	Sco
Rules	2.00	
Combat Results Table Card	2.00	REC
Miscellaneous Units & Counters	3.00	Win
		Puf
OCTRIX (3M)		3 D
Playing Card (Grid) set of 4	10.00	Inst
Instructions	3.00	
Playing Cards	7.00	Spe
Scoring Card Set	3.00	SHI
Black Posts (8)	3.50	Ma
		Rul
OH-WAH-REE (3M)	50.00	
		USA
PANZERBLITZ		
German Language Situation Cards	4.00	SLE
DEVENT (OI)		SM
PAYDIRT (SI)		SM
Scoreboard Stand-Up	5.00	
Plastic Gridiron	5.00	SPE
Chart Legend	2.00	Vin
1972 Charts (CR/1974)	12.00	Ins
Board—Cardboard	5.00	Set
Scoreboard—1 Wheel	2.00	(
Special Rules	1.00	Per
Rules	1.00	Gre
		3M
Dice	1.00	-
1976 Charts with Instructions-Color	12.00	Cra
1977 Charts with Instructions-Color	12.00	Per
1979 Charts in Color	12.00	SPO
Instructions	2.00	
monuciono	2.00	
1980 Charts in Color	12.00	SPO
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH	12.00	SPO
1980 Charts in Color	12.00	
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI)	12.00	<b>SOL</b>
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH	12.00	sau
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972.	12.00 H BACK 12.00	<b>SOL</b>
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI)	12.00 H BACK 12.00	SOL S
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972.	12.00 H BACK 12.00	SOL S STA Rule
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972 PF #B PRO FOOTBALL 1970	12.00 H BACK 12.00 12.00	SOL S STA Rule Tray Ball
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972 PF #B PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 & 1971	12.00 H BACK 12.00 12.00	SOL S Sta Rule Tray
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972 PF #B PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 & 1971	12.00 H BACK 12.00 12.00	SOL S STA Rule Tray Ball Peg
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972. PF #8 PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 & 1971 (Specify Year).	12.00 H BACK 12.00 12.00	SOL S STA Rule Tray Ball
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972 PF #B PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 & 1971 (Specify Year). PENNANT RACE (S.I.)*	12.00 H BACK 12.00 12.00	SOL S STA Rule Tray Ball Peg
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972. PF #8 PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 & 1971 (Specify Year).	12.00 H BACK 12.00 12.00	SOL S STA Rule Tray Ball Peg STA
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972 PF #B PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 & 1971 (Specify Year). PENNANT RACE (S.I.)*	12.00 <b>HBACK</b> 12.00 12.00 12.00	SOL S STA Rule Tray Ball Peg STA
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972 PF #B PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 & 1971 (Specify Year) PENNANT RACE (S.I.)* 1972 Black & White Player Cards	12.00 <b>HBACK</b> 12.00 12.00 12.00 12.00 2.00	SOL S STA Rule Tray Ball Peg STA STA
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972 PF #8 PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 & 1971 (Specify Year) PENNANT RACE (S.I.)* 1972 Black & White Player Cards Rules CR 1973	12.00 <b>HBACK</b> 12.00 12.00 12.00 12.00 2.00	SOL S STA Rule Tray Ball Peg STA STA
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972 PF #8 PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 & 1971 (Specify Year) PENNANT RACE (S.I.)* 1972 Black & White Player Cards Rules CR 1973	12.00 <b>HBACK</b> 12.00 12.00 12.00 12.00 2.00	SOL S STA Rula Tray Ball Peg STA STA STA STA
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972. PF #8 PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 & 1971 (Specify Year). PENNANT RACE (S.I.)* 1972 Black & White Player Cards. Rules CR 1973 Board CR 1973	12.00 <b>H BACK</b> 12.00 12.00 12.00 12.00 5.00	SOL S STA Rule Tray Ball Peg STA STA STA STA STA
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972. PF #B PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 & 1971 (Specify Year). PENNANT RACE (S.I.)* 1972 Black & White Player Cards. Rules CR 1973 Board CR 1973 Board CR 1973 PERPLEXUS (AL) Parts Not Available	12.00 H BACK 12.00 12.00 12.00 12.00 5.00 25.00	SOL S STA Rula Tray Ball Peg STA STA STA STA
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972. PF #8 PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 & 1971 (Specify Year). PENNANT RACE (S.I.)* 1972 Black & White Player Cards. Rules CR 1973 Board CR 1973 PERPLEXUS (AL)	12.00 H BACK 12.00 12.00 12.00 12.00 5.00 25.00	SOL S STA Rula Tray Ball Peg STA STA STA STA STA SUE V
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972. PF #8 PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 & 1971 (Specify Year). PENNANT RACE (S.I.)* 1972 Black & White Player Cards Rules CR 1973 Board CR 1973 PERPLEXUS (AL) Parts Not Available PETER PRINCIPLE (Flat Box).	12.00 H BACK 12.00 12.00 12.00 12.00 5.00 25.00	SOL STA Rule Tray Ball Peg STA STA STA Ball STA STA STA STA STA STA STA STA STA STA
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972. PF #B PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 & 1971 (Specify Year). PENNANT RACE (S.I.)* 1972 Black & White Player Cards. Rules CR 1973 Board CR 1973 Board CR 1973 PERPLEXUS (AL) Parts Not Available	12.00 HBACK 12.00 12.00 12.00 12.00 2.00 5.00 25.00 25.00	SOL S STA Rule Tray Ball Peg STA STA STA B & SUE SUE SUE SUE SUE Rule
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972. PF #B PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 & 1971 (Specify Year). PENNANT RACE (S.I.)* 1972 Black & White Player Cards. Rules CR 1973 Board CR 1973 Board CR 1973 PERPLEXUS (AL) Parts Not Available PETER PRINCIPLE (Flat Box). PLOY (3M)	12.00 HBACK 12.00 12.00 12.00 12.00 2.00 5.00 25.00 25.00	SOL S STA Rule Tray Ball Peg STA STA STA STA STA SUE V SUP Rule Play
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972. PF #8 PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 & 1971 (Specify Year). PENNANT RACE (S.I.)* 1972 Black & White Player Cards Rules CR 1973 Board CR 1973 PERPLEXUS (AL) Parts Not Available PETER PRINCIPLE (Flat Box).	12.00 H BACK 12.00 12.00 12.00 12.00 2.00 5.00 25.00 25.00 50.00	SOL S STA Rule Tray Ball Peg STA STA STA STA STA STA SUE V V SUP Rule Play Rule
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972. PF #8 PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 & 1971 (Specify Year). PENNANT RACE (S.I.)* 1972 Black & White Player Cards. Rules CR 1973 Board CR 1973 Board CR 1973 PERPLEXUS (AL) Parts Not Available PETER PRINCIPLE (Flat Box). PLOY (3M) POINT OF LAW (3M)	12.00 H BACK 12.00 12.00 12.00 12.00 2.00 5.00 25.00 25.00 50.00	SOL S STA Rule Tray Ball Peg STA STA STA STA STA SUE V SUP Rule Play
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972. PF #8 PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 & 1971 (Specify Year). PENNANT RACE (S.I.)* 1972 Black & White Player Cards. Rules CR 1973 Board CR 1973 Board CR 1973. PERPLEXUS (AL) Parts Not Available PETER PRINCIPLE (Flat Box). PLOY (3M) POINT OF LAW (3M) PRO FOOTBALL (3M)	12.00 12.00 12.00 12.00 12.00 2.00 5.00 25.00 25.00 50.00 35.00	SOL S STA Rule Tray Ball Peg STA STA STA STA STA STA SUE V V SUP Rule Play Rule
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972. PF #8 PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 & 1971 (Specify Year). PENNANT RACE (S.I.)* 1972 Black & White Player Cards. Rules CR 1973 Board CR 1973 PERPLEXUS (AL) Parts Not Available PETER PRINCIPLE (Flat Box). PLOY (3M) POINT OF LAW (3M) Tabulator	12.00 12.00 12.00 12.00 12.00 2.00 5.00 25.00 25.00 35.00 35.00	SOL S STA Rule Tray Ball Peg STA STA STA STA STA STA STA STA STA STA
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972. PF #8 PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 (Specify Year). PENNANT RACE (S.I.)* 1972 Black & White Player Cards. Rules CR 1973 Board CR 1973 PERPLEXUS (AL) Parts Not Available PETER PRINCIPLE (Flat Box). PLOY (3M) POINT OF LAW (3M) Tabulator Play Selector.	12.00 12.00 12.00 12.00 12.00 2.00 5.00 25.00 35.00 5.00 2.00 25.00 35.00	SOL S STA Rule Tray Ball Peg STA STA STA STA STA STA STA STA STA STA
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972. PF #8 PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 & 1971 (Specify Year). PENNANT RACE (S.I.)* 1972 Black & White Player Cards. Rules CR 1973 Board CR 1973 PERPLEXUS (AL) Parts Not Available PETER PRINCIPLE (Flat Box). PLOY (3M) POINT OF LAW (3M) Tabulator	12.00 12.00 12.00 12.00 12.00 2.00 5.00 25.00 25.00 35.00 35.00	SOL S STA Rula Tray Ball Peg STA STA STA STA B& SUE V V SUE Play Rula Carc Plas Pad
1980 Charts in Color PRO FOOTBALL GAMES AVAILABLE WITH DATED CHARTS: ALL DIFFERENT (SI) PAYDIRT PF #4 1972. PF #8 PRO FOOTBALL 1970 PF #3 PRO FOOTBALL 1970 (Specify Year). PENNANT RACE (S.I.)* 1972 Black & White Player Cards. Rules CR 1973 Board CR 1973 PERPLEXUS (AL) Parts Not Available PETER PRINCIPLE (Flat Box). PLOY (3M) POINT OF LAW (3M) Tabulator Play Selector.	12.00 12.00 12.00 12.00 12.00 2.00 5.00 25.00 35.00 5.00 2.00 25.00 35.00	SOL S STA Rula Tray Ball Peg STA STA STA STA B& SUE V V SUE Play Rula Carc Plas Pad

QUINTO (3M)		THI
Red Tiles (5)	2.00	Vin
Score Card		Rul
		Sel
REGATTA (3M) CR/1968		Spe
Wind Indicator Island	4.00	Shi
Puff Cards/Spinnaker Cards	2.00	Ins
3 Dimensional Island	5.00	Tat
Instructions	2.50	
Special Dice	1.00	Per
Special Dice	1.00	THI
SHENANDOAH (BL)		Cha
Мар	6.00	Une
Rules	2.00	THI
USA/CSA Counter Sheet	3.00	
USA/ USA COUNTER SHEET.	5.00	Boa
SLEUTH GAMETTE (3M)	50.00	Situ
occorrighter (om)	00.00	
SMOKERS WILD (Gamma II)	15.00	TIM
		TOT
SPEED CIRCUIT (3M) CR/1973*	25.00	
Vinyl Cover Game Board	10.00	TRA
Instructions	5.00	Sco
Set of 6 Different Speed Calculators Set	10.00	Sco
(or ea. 2.00)	10.00	Boa
Performance Card Set	2.00	Paw
Green Holders Plastic	3.00	Nun
3M Metal Car Set	6.00	Rule
	1.00	
Crayon	5.00	TRI
Performance Chart	5.00	
SPORTS ILLUSTRATED Game Talk Flyer	1.00	TRI
		l
SPORTS JINGLES Booklet	2.00	Dra
	2.00	Dra
SQUAD LEADER		
		0 Inst
SQUAD LEADER Scenarios A-D, E-I		0
SQUAD LEADER Scenarios A-D, E-IEA. STAC TAC TOE (3M)	3.00	o Inst TRI
SQUAD LEADER Scenarios A-D, E-IEA. STAC TAC TOE (3M) Rules	3.00 2.00	0 Inst
SQUAD LEADER Scenarios A-D, E-IEA. STAC TAC TOE (3M) Rules Trays	3.00 2.00 4.00	o Inst TRI
SQUAD LEADER Scenarios A-D, E-1	3.00 2.00 4.00 5.00	O Inst TRI TRI
SQUAD LEADER Scenarios A-D, E-IEA. STAC TAC TOE (3M) Rules Trays	3.00 2.00 4.00	o Inst TRI TRI TRI Rul
SQUAD LEADER Scenarios A-D, E-I	3.00 2.00 4.00 5.00 1.00	O Inst TRI TRI TRI
SQUAD LEADER Scenarios A-D, E-1	3.00 2.00 4.00 5.00	TRI TRI TRI TRI TRI Rule TW
SQUAD LEADER Scenarios A-D, E-I	3.00 2.00 4.00 5.00 1.00 4.00	Inst TRI TRI TRU Rule TW VEN
SQUAD LEADER Scenarios A-D, E-I	3.00 2.00 4.00 5.00 1.00 4.00	o Inst TRI TRI TRI Rule TW VEN Rule
SQUAD LEADER Scenarios A-D, E-1	3.00 2.00 4.00 5.00 1.00 4.00 <b>25.00</b>	o Inst TRI TRI Rul Rul Rul Rul Mor
SQUAD LEADER Scenarios A-D, E-1 EA. STAC TAC TOE (3M) Rules Trays Balls (Set of 5) Pegs (Set of 2) STALINGRAD German Language Rules* STARLORD (Gamma II) STOCKS & BONDS (3M)	3.00 2.00 4.00 5.00 1.00 4.00 <b>25.00</b> <b>35.00</b>	o Inst TRI TRI TRI Rule TW VEN Rule
SQUAD LEADER Scenarios A-D, E-1	3.00 2.00 4.00 5.00 1.00 4.00 <b>25.00</b> <b>35.00</b>	o Inst TRI TRI Ruli TW VEN Ruli Mor Cor
SQUAD LEADER Scenarios A-D, E-I	3.00 2.00 4.00 5.00 1.00 4.00 <b>25.00</b> <b>35.00</b>	o Inst TRI TRI TRI Rule TWI VEN Rule Mor Corp
SOUAD LEADER Scenarios A-D, E-I EA. STAC TAC TOE (3M) Rules Trays Balls (Set of 5) Pegs (Set of 2) STALINGRAD German Language Rules* STARLORD (Gamma II) STOCKS & BONDS (3M) B & C Insert. SUBMARINE Allied Strategic Plot Map	3.00 2.00 4.00 5.00 1.00 4.00 <b>25.00</b> <b>35.00</b> 2.00	o Inst TRI TRI Rul TRY Rul Wor Corp VIV. Mag
SQUAD LEADER Scenarios A-D, E-I	3.00 2.00 4.00 5.00 1.00 4.00 <b>25.00</b> <b>35.00</b>	o Inst TRI TRI Rul TW Rul Mor Corr VIV. Mar Rep
SQUAD LEADER Scenarios A-D, E-1	3.00 2.00 4.00 5.00 1.00 4.00 <b>25.00</b> <b>35.00</b> 2.00	o Inst TRI TRI Rul TRV Rul Mor Corr VIV. Map Rep Nati
SQUAD LEADER Scenarios A-D, E-1	3.00 2.00 4.00 5.00 1.00 4.00 <b>25.00</b> <b>35.00</b> 2.00	o Inst TRI TRI Rul TW Rul Mor Corr VIV. Mar Rep
SOUAD LEADER Scenarios A-D, E-1 EA. STAC TAC TOE (3M) Rules Trays Balls (Set of 5) Pegs (Set of 2) STALINGRAD German Language Rules* STARLORD (Gamma II) STOCKS & BONDS (3M) B & C Insert. SUBMARINE Allied Strategic Plot Map Vol. 15 #4. SUPERSTAR BASEBALL (SI) CR/1974 Rules	3.00 2.00 4.00 5.00 1.00 4.00 <b>25.00</b> <b>35.00</b> 2.00 1.00	o Inst TRI TRI Rule Mor Corr VIV. Mag Rep Nati Cou
SOUAD LEADER Scenarios A-D, E-1 EA. STAC TAC TOE (3M) Rules Trays Balls (Set of 5) Pegs (Set of 2) STALINGRAD German Language Rules* STARLORD (Gamma II) STOCKS & BONDS (3M) B & C Insert. SUBMARINE Allied Strategic Plot Map Vol. 15 #4 SUPERSTAR BASEBALL (SI) CR/1974 Rules Playing Board	3.00 2.00 4.00 5.00 1.00 <b>25.00</b> <b>25.00</b> <b>35.00</b> 2.00 1.00 12.00	o Inst TRI TRI Rul TRV Rul Mor Corr VIV. Map Rep Nati
SOUAD LEADER Scenarios A-D, E-I	3.00 2.00 4.00 5.00 1.00 <b>25.00</b> <b>25.00</b> 35.00 2.00 1.00 1.00 1.00	o Inst Inst TRI TRI TRI Rule TRV Rule Mor Corr Nati Rep Nati Cou
SOUAD LEADER Scenarios A-D, E-I	3.00 2.00 4.00 5.00 1.00 <b>4.00</b> <b>25.00</b> <b>35.00</b> 2.00 1.00 12.00 1.00 12.00	O Inst Inst TRI TRI TRI Rule TRV Rule Mor Corr Nati Rep Nati Cou WA'
SQUAD LEADER Scenarios A-D, E-I EA. STAC TAC TOE (3M) Rules Trays Balls (Set of 5) Pegs (Set of 2) STALINGRAD German Language Rules* STARLORD (Gamma II) STOCKS & BONDS (3M) B & C Insert SUBMARINE Allied Strategic Plot Map Vol. 15 #4 SUPERSTAR BASEBALL (SI) CR/1974 Rules Playing Board Rules Appendix Cards Complete Plastic Coated Score Card	3.00 2.00 4.00 5.00 1.00 4.00 <b>25.00</b> <b>35.00</b> 2.00 1.00 12.00 1.00 1.00 1.00	o Inst Inst TRI TRI Rule Mor Corr VIV WA Rep Nati Cou WA
SQUAD LEADER Scenarios A-D, E-1 EA. STAC TAC TOE (3M) Rules Trays Balls (Set of 5) Pegs (Set of 2) STALINGRAD German Language Rules* STARLORD (Gamma II) STOCKS & BONDS (3M) B & C Insert SUBMARINE Allied Strategic Plot Map Vol. 15 #4 SUPERSTAR BASEBALL (SI) CR/1974 Rules Playing Board Rules Appendix Cards Complete Plastic Coated Score Card Pad.	3.00 2.00 4.00 5.00 1.00 <b>25.00</b> <b>35.00</b> 2.00 1.00 12.00 6.00 5.00	o Inst Inst TRI TRI Rule Mor Corp VIV Map Rep Nati Cou WA' WIN Viny Stat
SQUAD LEADER Scenarios A-D, E-I EA. STAC TAC TOE (3M) Rules Trays Balls (Set of 5) Pegs (Set of 2) STALINGRAD German Language Rules* STARLORD (Gamma II) STOCKS & BONDS (3M) B & C Insert SUBMARINE Allied Strategic Plot Map Vol. 15 #4 SUPERSTAR BASEBALL (SI) CR/1974 Rules Playing Board Rules Appendix Cards Complete Plastic Coated Score Card	3.00 2.00 4.00 5.00 1.00 <b>25.00</b> <b>35.00</b> 2.00 1.00 12.00 6.00 5.00	o Inst Inst TRU TRU Rulu TW VEM Rulu Mor Corr VIV. Mag Rep Nati Cou WA' WIN Viny Stat Fou
SOUAD LEADER Scenarios A-D, E-1 EA. STAC TAC TOE (3M) Rules	3.00 2.00 4.00 5.00 1.00 <b>25.00</b> <b>35.00</b> 2.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	o Insti Insti TRU TRU Ruli TRU Ruli Mor Corr VIV. Mag Rep Nati Cou WA' WIN Viny Stat Fou Inst
SOUAD LEADER Scenarios A-D, E-1EA. STAC TAC TOE (3M) Rules	3.00 2.00 4.00 5.00 1.00 <b>25.00</b> <b>35.00</b> 2.00 1.00 12.00 6.00 5.00	o Inst Inst TRU TRU Rulu TW VEM Rulu Mor Corr VIV. Mag Rep Nati Cou WA' WIN Viny Stat Fou

	25.00
Vinyl Game Cover Board	10.00
Ruler	1.00
Selector	5.00
Special Dice Set	2.00
Shift Cards Set	2.00
Instructions	2.00
Tabulator for Scoring	
Pencil	1.00
THINKING MAN'S GOLF (3M)	
Chart Distance & Direction	3.50
	0.00
THIRD REICH CR/1974	
Board	8.00
Situation Card Set (5)	
TIMERS 1 Minute, 2 Minute, 3 Minute EA.	2.00
TOTALLY (AL)	25.00
TRAGK MEET (DECATHLON) (SI)	
Score Pad	3.00
Scoring Table Photostat	
Board	
	1.00
Pawn Set Number Dice Set	1.00
	12.00
nuies with reall onaits	12.00
TRIPPLES (AL)	7.00
TRIPPPLES DELUXE (AL)	11.00
Individual Playing Pcs.	
Draw picture of item wanted, spec. wood	
or plastic	1.00
Instructions	1.00
TRIREME (BL) (Last One)	100.00
TRUCO BOXING Game Complete	6.00
TRUCO BOXING Game Complete	6.00
TRYCE Gamette (3M) Rules	2.00
TRYCE Gamette (3M) Rules	
TRYCE Gamette (3M) Rules TWIXT (3M)	2.00 <b>40.00</b>
TRYCE Gamette (3M) Rules TWIXT (3M) VENTURE (3M)	2.00 40.00 50.00
TRYCE Gamette (3M) Rules TWIXT (3M) VENTURE (3M) Rules	2.00 40.00 50.00 4.00
TRYCE Gamette (3M) Rules TWIXT (3M) VENTURE (3M)	2.00 40.00 50.00
TRYCE Gamette (3M) Rules TWIXT (3M) VENTURE (3M) Rules Money Cards Corporation Cards	2.00 <b>40.00</b> <b>50.00</b> 4.00 6.00 6.00
TRYCE Gamette (3M) Rules TWIXT (3M) VENTURE (3M) Rules Money Cards Corporation Cards VIVA ESPANA (BL)	2.00 40.00 50.00 4.00 6.00 6.00 75.00
TRYCE Gamette (3M) Rules TWIXT (3M) VENTURE (3M) Rules Money Cards Corporation Cards VIVA ESPANA (BL) Mapsheet	2.00 40.00 50.00 4.00 6.00 6.00 75.00 30.00
TRYCE Gamette (3M) Rules TWIXT (3M) VENTURE (3M) Rules Money Cards Corporation Cards VIVA ESPANA (BL) Mapsheet Republican Game Card	2.00 40.00 50.00 4.00 6.00 6.00 75.00 30.00 7.50
TRYCE Gamette (3M) Rules TWIXT (3M) VENTURE (3M). Rules Money Cards Corporation Cards. VIVA ESPANA (BL) Mapsheet Republican Game Card Nationalist Game Card	2.00 40.00 50.00 4.00 6.00 6.00 75.00 30.00 7.50 7.50
TRYCE Gamette (3M) Rules TWIXT (3M) VENTURE (3M). Rules Money Cards Corporation Cards. VIVA ESPANA (BL) Mapsheet Republican Game Card Nationalist Game Card	2.00 40.00 50.00 4.00 6.00 6.00 75.00 30.00 7.50
TRYCE Gamette (3M) Rules TWIXT (3M) VENTURE (3M). Rules Money Cards Corporation Cards. VIVA ESPANA (BL) Mapsheet Republican Game Card Nationalist Game Card	2.00 40.00 50.00 4.00 6.00 6.00 75.00 30.00 7.50 7.50 25.00
TRYCE Gamette (3M) Rules TWIXT (3M) VENTURE (3M) Rules Money Cards Corporation Cards Corporation Cards. VIVA ESPANA (BL) Mapsheet Republican Game Card Nationalist Game Card Nationalist Game Card Counter Sheet.	2.00 40.00 50.00 4.00 6.00 6.00 75.00 30.00 7.50 7.50 25.00
TRYCE Gamette (3M) Rules TWIXT (3M) VENTURE (3M). Rules Money Cards Corporation Cards VIVA ESPANA (BL) Mapsheet Republican Game Card Nationalist Game Card Counter Sheet WATERLOO (Original) WIN, PLACE & SHOW (3M) CR/1970	2.00 40.00 50.00 4.00 6.00 6.00 75.00 30.00 7.50 7.50 25.00 50.00
TRYCE Gamette (3M) Rules TWIXT (3M) VENTURE (3M). Rules Money Cards Corporation Cards. VIVA ESPANA (BL) Mapsheet Republican Game Card Nationalist Game Card Nationalist Game Card Counter Sheet. WATERLOD (Original) WIN, PLACE & SHOW (3M) CR/1970 Vinyl Cover Board	2.00 40.00 50.00 4.00 6.00 75.00 7.50 7.50 25.00 50.00
TRYCE Gamette (3M) Rules TWIXT (3M) VENTURE (3M) Rules Money Cards Corporation Cards Corporation Cards VIVA ESPANA (BL) Mapsheet Republican Game Card Nationalist Game Card Counter Sheet WATERLOD (Original) WIN, PLACE & SHOW (3M) CR/1970 Vinyl Cover Board Stable Card Set	2.00 40.00 50.00 4.00 6.00 6.00 75.00 7.50 7.50 25.00 50.00
TRYCE Gamette (3M) Rules TWIXT (3M) VENTURE (3M). Rules Money Cards Corporation Cards. VIVA ESPANA (BL) Mapsheet Republican Game Card Nationalist Game Card Nationalist Game Card Counter Sheet. WATERLOD (Original) WIN, PLACE & SHOW (3M) CR/1970 Vinyl Cover Board	2.00 40.00 50.00 4.00 6.00 6.00 75.00 7.50 7.50 25.00 50.00
TRYCE Gamette (3M) Rules TWIXT (3M) VENTURE (3M) Rules Money Cards Corporation Cards VIVA ESPANA (BL) Mapsheet Republican Game Card Nationalist Game Card Counter Sheet WATERLOD (Original) WIN, PLACE & SHOW (3M) CR/1970 Vinyl Cover Board Stable Card Set Foul Claim Card Set Foul Claim Card Set Foul Claim Card Set	2.00 40.00 50.00 4.00 6.00 75.00 30.00 7.50 25.00 50.00 25.00 1.00 1.00 2.00
TRYCE Gamette (3M) Rules TWIXT (3M) VENTURE (3M) Rules Money Cards Corporation Cards VIVA ESPANA (BL) Mapsheet Republican Game Card Nationalist Game Card Counter Sheet WATERLOD (Original) WIN, PLACE & SHOW (3M) CR/1970 Vinyl Cover Board Stable Card Set Foul Claim Card Set	2.00 40.00 50.00 4.00 6.00 75.00 30.00 7.50 25.00 50.00 25.00 1.00 1.00 2.00

## HOW TO COMPUTE SHIPPING

a) If you live in USA, add 10%. For example, if order totals \$6.25, you must add on \$.63, an \$8.50 order would require an additional \$.85, etc.

b) If you live in Canada or Mexico add 20% for postage and handling. Payment must be made in US funds drawn on a US bank.

c) If you live overseas, add 30% for postage and handling. Payment must be made in US funds drawn on a US bank.

d) For APO and FPO, add 10% and check here for SAM (Space Available Mail); or add 10% plus \$1.00 and check here D for PAL (Parcel Air Lift).

e) THE GENERAL: USA subs are postage FREE. Canada and Mexico add \$9.00 per year. Overseas add \$12.00/yr. Consult (a,b,c,d,) for Back-issue postage.

f) INSURE YOUR ORDER, \$,25 per \$10.00 order for postage USA Guaranteed Delivery. Canada & Mexico \$.50 per \$10.00. Foreign \$.75 per \$10.00.

#### PAYMENT TO BE IN U.S. FUNDS ONLY

Maryland Residents must add 5% Sales Tax to total before computing shipping charges.



A-an excellent player

□ B-a good player C-an average player

E-a beginner

myself:

my \$6.00 Name Address

City

printed in The General with the rating lists. I rate

D-a novice in my first year of gaming

I realize that my rating may change according to how well I fare against others. For now, please send me complete details and membership card-here's

State \_

MasterCard CLIP OFF AND RETURN COUPONS BELOW



Choice

A.R.E.A. RATING SERVICE	WANT TO BE ON OUR MAILING LIST?
Avaion Hill offers a lifetime service whereby	Check all that apply and return with your name and
players are rated in relationship to other wargame	address.
players. Return coupon NOW, along with the \$6.00	SPORT WARGAME FAMILY
lifetime service fee for complete details on the	MICROCOMPUTER ROLE-PLAYING
Avaion Hill Reliability Experience & Ability Rating.	JAMES BOND 007 VICTORY GAMES

#### MAILING LIST

NAME	
STREET	APT.
CITY	
STATE	ZIP

27

OUTSIDE OF MARYLAND. Maryland Residents call (301) 254-5300

FOR FAST SERVICE. CALL TOLL FREE

The toll free number can be used only for credit card purchases. NO other type of inquiries can be accepted.

Checks payable to: The Avalon Hill Game Co. 4517 Harford Road, Balto., MD 21214

Enclosed is a postage-paid order envelope where you may list the items you wish to purchase. (A blank white piece of paper will do.) Please total up your purchase, including all shipping costs. Be sure to fill in the shipping labels correctly adding detailed shipping information if necessary. Enclose your check, money order, or charge information, seal and mail. The rest is up to us!

VISA'

Zip



### THE AVALON HILL GAME COMPANY 4517 Harford Road Baltimore, Maryland 21214

## The Avalon Hill Game Company

4517 Harford Road, Baltimore, MD 21214

The nature of game publishing dictates that we prepare advertising literature (such as consumer ads and new product releases) many, many months in advance of scheduled release dates. Occasionally we aren't able to complete a new game by that advertised release date. Unforeseen design and production problems dictate a choice: rush into production anyhow, or hold off until the problems are corrected. We always choose the latter. We have been in business for more than 25 years and intend staying in business selling only the highest quality products. If you still have doubts, simply hold off ordering. If you order anyhow, please understand your doing so releases us from the Federal guidelines covering mail-order delays.

X7472

500M

28

3/84