

Thank you for
your interest in . . .

microcomputer games DIVISION



**The Avalon Hill
Game Company**

DIVISION OF MONARCH AVALON, INC.

4517 Harford Road • Baltimore, MD 21214
(301) 254-9200 • For Ordering Call Toll Free 1-800-638-9292

About this catalog

Computer compatibility for each program is listed below the game description. Specific requirements are also noted, such as joysticks, color graphics, etc.

For questions on location of your nearest dealer or ordering information, call toll-free 1-800-638-9292.

IBM = IBM PC, XT, AT® and 100% compatibles such as Compaq and Tandy Computers.

PS = IBM PC compatible 3.5" disk formats available where noted.

Apple = Apple II+, IIe, IIc, IIgs® with 1.0 ROM only. 2.0 ROM owners call toll-free to verify compatibility—5¼" formats only.

Mac = Apple Macintosh®

C = Commodore 64 and 128®

// = Commodore Amiga®

A = Atari 400/800, XL & XE series®

ST = Atari ST® models

1 = Complexity Rating (1-9, 1 being the easiest) for strategy games

J = Joystick Required for **C** & **A** only unless specifically stated for other computers.

NEW
CONVERSION

**Slam Dunk
with the Pros!**

SPORTS



*The only statistics-based computer
basketball game licensed by
the National Basketball Association.*

Here's what you get with the game:

★ **A STAT-KEEPER PROGRAM** that allows you to keep track of how well your team is doing. This valuable accessory lets you save stats for later review. Individual players' performances and statistics are updated throughout the game. You can view them during and after the game on your screen or printer.

★ **20 GREAT TEAMS** from the 1959-60 Boston Celtics to the four top teams from the 1985-86 season: Boston, Milwaukee, Houston and Los Angeles! In between are some of the greatest teams that ever played the game: the 1966-67 Philadelphia 76ers with Wilt Chamberlain and the classic match-up from the 1969-70 season between the Lakers and the New York Knicks!

★ **YOUR BRILLIANT PLAY** re-enacted by all 10 players on screen.

★ **THREE MODES OF PLAY:** head-to-head, solitaire and autoplay. The autoplay function also allows you to play the same teams several games in a row . . . a needed option to replay a season.

Disks Available Separately: (Game Disk required to play) **1985-86 Season:** We've got 23 teams here, from the Boston Celtics and Los Angeles Lakers to the San Antonio Spurs and Chicago Bulls. There's James Worthy of the Lakers shooting 58% from the floor, and Larry Bird shooting 90% from the line. Alvin Barkley this season snagged 1,026 rebounds, while Portland's Kevin Malone pulled 718. Each team has its own standout collection of hot hands and fast feet.

Watch for the release of more Accessory disks: 1986/87 Season Disks and the General Manager Disk (allows you to draft players from team disks and create your own players).

1 or 2 Players

C **Apple** **IBM** (CGB req'd) **PS**

NBA \$39.95
Season Disks \$20.00
Specify

Mac coming soon

If it wasn't so great
we wouldn't call it...

SUPER SUNDAY®

Super Sunday gives you the best Pro Football teams of all time, computer analyzed to perform with proper guidance, just as they did in real life.

Features:

- ★ Contains Super Bowl teams of the past.
- ★ Your play calling is re-enacted on screen by all 22 players.
- ★ All players & accurate stats of their seasonal performances.
- ★ Three modes of play: head-to-head, solitaire and autoplay.
- ★ 1 or 2 players

EXPANSION DISKS:

Champion Disk: providing 20 more Super Bowl teams plus a bonus of six teams from the 1950s and 60s. (Apple and IBM only.)

1984 thru 87 Season Disks: Allows you to take the challenge one step farther so that, in addition to playing with the best, you have at your command the great and near-great.

General Manager Disk: create the greatest Super Bowl team of ALL time:

- ★ name it anything you want and hire your family to run it.
- ★ acquire any player you wish from any of the existing **Super Sunday** disks. Hire Jim McMahon as your backup quarterback, behind Bart Starr.
- ★ keep track of statistics generated by the **Super Sunday** game, including those of your punter, place kicker and special teams.
- ★ print out everything from team rosters to the latest standings.



SELECT DEFENSE

1 = TOP OLB TAYLOR RR=5 PR=6
2 = TOP ILB/MLB REASONS RR=4 PR=4
3 = BOTTOM ILB BANKS RR=3 PR=3
4 = BOTTOM OLB CARSONS RR=4 PR=3

RUN KEYS

5 = BACK 1 WINDER OR SEWELL
6 = BACK 2 WILLHITE OR LANG

SHORT YRD DEF **PASS PREVENT DEF**

7 = 5 MAN LINE 8 = 5TH DB LASKER

DOUBLE COVER

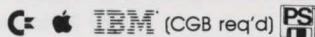
A = TE MOBLEY OR KAY
B = SE JACKSON OR SAMPSON
C = FL1 WATSON OR JOHNSON
D = FL2 JOHNSON

ENTER QUARTERBACK				
NAME	ATT	YRDS	%COMP	TD
1 = SIMS	467	2606	64.9	19
2 = RUTLEDGE	4	35	99.9	00

ENTER NUMBER THEN PRESS (CR)

SELECT OFFENSIVE PLAY		
1 = SWEEP TOP	A = SHORT PASS	
2 = OFF TACKLE TOP	B = LONG PASS	
3 = SWEEP BOTTOM	C = FLAT PASS	
4 = OFF TACKLE BOTTOM		
5 = QB SNEAK		
6 = QB FALL ON BALL		
7 = FIELD GOAL		
8 = PUNT		

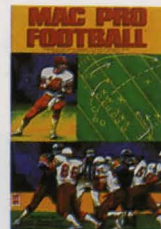
ENTER PLAY NUMBER/LETTER
THEN PRESS (CR)



Super Sunday \$35.00
G.M. Disk \$30.00
(C64 & Apple II only)
Champion Disk \$20.00
1984-87 Season Disks \$20.00
Specify

Down...
Ready...
Set...
Hut...Hut!

MAC PRO FOOTBALL®



"MacPro Football is to football what
Flight Simulator is to flying"
...MacWorld Magazine

Take 40 Super Bowl teams, add a billion play combinations, throw in the ability to set a game at any point and create your own weather, top it off with an accurate system of recording plays and stats, and you have MacPro Football.

Features:

- ★ Draw your own play.
- ★ Determine the weather.
- ★ Detailed play calling.
- ★ Re-create great games of the past.
- ★ Play-by-play & statistical printouts during game.
- ★ 1 or 2 players

Expansion Disks:

(Available separately)

- 1985 Season
- 1986 Season
- 1987 Season
- Greatest Season disk.

A selection of one great team from each franchise: 26 teams, and each a favorite with the fans (not duplicated from any other season disk).



Mac

MacPro Football \$49.95
(800K disk drive/
1 meg memory req'd)
Expansion Disks Each \$25.00
Specify

Wooden Ships & Iron Men®



During the Napoleonic Wars and the American Revolution, the fate of nations was determined in part on the high seas. **Wooden Ships & Iron Men** recreates the tactical actions of that era with an ease of play unparalleled in computer gaming. The battles range from two-ship actions (Bonhomme Richard vs. Serapis; Constitution vs. Guerriere) to 20-ship recreation of the Nile, Chesapeake and Trafalgar battles.

Partial list of features:

- ★ Twenty-five Naval Scenarios.
- ★ Thirteen Ship Types.
- ★ Eighteen Nationalities.
- ★ Detailed historical information on 200 actual ships.
- ★ Dockyard/Scenario Generators.
- ★ 1 or 2 players



Playing Time: 1 hour



IBM coming soon (CGB req'd)

5

\$35.00

Was Grant a Great Strategist ...or Just Lucky?

The Civil War®

From the epic campaigns of the East to the ceaseless skirmishing in Missouri—and throughout the vast lands in between—the American Civil War was a conflict memorable above all for its staggering scope and legendary leaders. A dynamic portrait of this immense struggle, from its infancy to its final gasp, **The Civil War** depicts the nation and its leaders as no game has done before.

This strategy game puts YOU in command of the armies of the North and South. The game becomes a see-saw battle with the North attempting to capture cities by invasion and amphibious landings, with the South striking back with quick sorties.



The Civil War comes with a number of special features.

- ★ Full-color 16" x 22" reference map.
- ★ Hexes are color-coded to indicate ownership.
- ★ The game also records the results of battles and saves them in a special file you can print out and review later.
- ★ Three year-long scenarios; each may be played out to the end of the war.
- ★ Ironclads, sea transport, amphibious landings, Union blockade and Confederate commerce raiders.
- ★ Over sixty leaders available, rated for tactical and strategic ability.
- ★ 1 or 2 players.



Playing Time: 1-2 hours



IBM (CGB req'd)



6

\$35.00

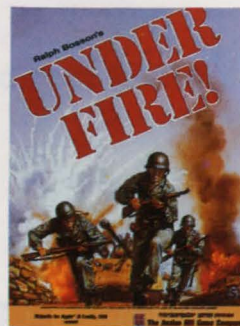
All This...and
World War II

NEW
CONVERSIONS

UNDER FIRE!®

- ★ "on the cutting edge of computer wargaming in months and even years to come," (*Computer Gaming World*).
- ★ "superb...phenomenally easy to learn... a giant leap forward in computer gaming," (*Strategy & Tactics magazine*).
- ★ "[one] of the best tactical simulation games I have ever seen," (*The Wargamer*).

From the wheatfields of Russia to the hedgerows of northern France, this is the world of **UNDER FIRE**. There are armies from the US, Germany and the Soviet Union. There are infantry, paratroopers, engineers, mountain troops, assault guns, tanks, off map artillery, leaders and weapons. Add hidden movement, morale, three maps and nine scenarios... and you have a game that is as flexible as it is complete!



STRATEGY

Features:

- ★ Men and weapons from the US, Germany and the Soviet Union.
- ★ Three map scales.
- ★ Nine Scenarios ranging from open-field fire-fights to house-to-house conflict.
- ★ Design your own scenarios.



- ★ Save and print Mapmaker options.
- ★ 1 or 2 Players/ Joystick optional.

Also:

- ★ **MAPMAKER DISK** (wargame construction set!) With the Mapmaker Disk, **UNDER FIRE** is also a true wargame construction set. With the eight terrain types and over 60 pieces, it's possible to create the dense forest of the Ardennes, or the built-up cities of Stalingrad or Berlin.

AVAILABLE SEPARATELY FOR IBM AND COMMODORE OWNERS.

Playing Time: Varies

☐ Apple IBM (256K,CGB req'd) PS

7

Apple includes The Mapmaker \$59.95

☐ IBM \$34.95

☐ IBM owners only:

Available separately:

★ **Mapmaker Disk:** \$25.00

★ **Special Map Disk** (IBM only) compatible with Hercules® monochrome card: \$5.00

Apple owners only:

★ **Expansion Disks:** \$25.00 each

Extended Capabilities Disk #1 adds British, Japanese, & Italian armies and gives more vehicles for each nation. The *Extended Capability Disk #2* allows commanders to build companies and battalions and engage them in massive battles. Each country has a number of infantry companies, to which can be added armored, support weapons, special leaders and supply units. Create armies such as the Russian guards, American paratroopers, or German volksgrenadiers.

Land, Air & Sea Combat in the Persian Gulf

GULF STRIKE®



Scenario 1990: The Ayatollah has been deposed. Iran is once again a major US ally, openly supporting the struggling Afghan guerillas. In response, the Soviet Union and Iraq have sent their T-72 tanks rolling over the Iranian borders...intent on making Iran theirs! Can you halt the invasion? Can anyone? Find out for yourself. **Gulf Strike** has drawn unanimous raves from major software magazines as well as the gaming public. *Family Computing Magazine* called **Gulf Strike** a "major leap forward for the genre, and the best computer wargame to date."

Features:

- ★ Soviet tank armies, infantry, submarines, destroyers and aircraft carriers.
- ★ US Armed Forces and French & British expeditionary forces.
- ★ Unique method of play does away with keyboard commands.
- ★ Complete air, land & sea orders of battle for more than a dozen nations.
- ★ Full color planning map.
- ★ 1 or 2 players



Playing Time: 2 hours



8-bit



IBM (CGB req'd)



\$30.00



Spitfire 40®

At your control is the Supermarine Spitfire 40 Mark II, the plane that fought the Battle of Britain.

With a choice of simulator and scenarios, the game gives any number of players a chance to shoot down enemy aircraft. Succeeding flights become tougher as your Spitfire demands more flying and fighting skill, providing a never ending challenge.

Features:

- ★ Cockpit with working dials, gauges and compass.
- ★ Choice of simulator and game scenarios.
- ★ Save your log to disk.
- ★ Succeeding flights become tougher.
- ★ 1 player



Playing Time: Varies



8-bit

IBM

coming (CGB req'd)



\$35.00

...Moscow, 1941

GUDERIAN®

As the German Wehrmacht approached the open steppes of Smolensk, the Soviet invasion was on schedule. They could capture Moscow and throw the Russians out of Europe before snow fell. Heading the Panzergruppe invasion was General Heinz Guderian, the man who turned the potential of armor into the reality of Blitzkrieg warfare. Opposing him were masses of Soviet infantry and armor determined to defend their homeland.



Guderian simulates this critical campaign of World War II.

On the full-color scrolling map of central Russia, the German player must master armor tactics to encircle and overrun Soviet divisions and drive deep enough into Russia to make the capture of Moscow possible. At your command are infantry divisions, panzer regiments, motorized infantry, panzergrenadiers, even the 1st German Cavalry.

Features:

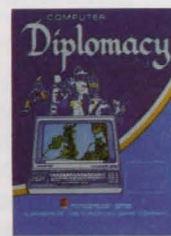
- ★ Easy to learn game system.
- ★ Full-color planning map
- ★ Solitaire options allows you to command either the German or Soviet armies.
- ★ 1 or 2 players



Playing Time: 2 hours

C 8-bit

3 \$30.00

NEW
CONVERSION**Diplomacy**®

The computer version of the classic game of persuasion, compromise and betrayal. As the heads of Imperial European Nations, your diplomatic and negotiating skills are tested in your quest for domination.

Features:

- ★ Full-color on screen map of Imperial Europe.
- ★ Status report of each nation's fleets & armies.
- ★ Built-in clock keeps time on each negotiating period.
- ★ Multi-player game for 1 to 7 players



Playing Time: 4 hours

IBM (256K & CGB req'd)

PS

C Coming soon

3

IBM \$50.00
C \$34.95

Welcome to the Realm of
the Warlords...Welcome to

DARKHORN®

Battle horns sound as companies of men, elves and dwarves assemble under the mountain's shadow. By night-banishing torches, commanders plot their strategies for the coming campaign. You are invited to join them. **Darkhorn** is calling for you!



Features:

★ **NO WAITING!** A real time system allows all players to give orders to their armies at the same time. No one has to wait while one person decides what to do.

Multi-Player OR SOLITAIRE! **Darkhorn** can be played by up to four players, with the computer sitting in when needed. And if you want a solitaire game, **Darkhorn** offers that, too!

★ **PLAY A SHORT GAME...OR AN ENTIRE CAMPAIGN!** The Quick Scenario takes place on one of sixteen maps. The Campaign Game rages over the nine maps of **Darkhorn**, with the winning army facing the Final Trial against the evil Darklord!

★ **BUT THERE'S MORE!** **Darkhorn** can be changed to suit your taste. Randomly-generated maps make each game a different strategic challenge.



1 to 4 players



\$30.00

Projects in the Works

★ **Police Blotter**—In the 13th Precinct, you need all the luck you can get. As Homicide Detective, you and up to three friends have cases to solve, each full of red herrings and tricky clues. What was the body doing in the boat in the middle of the lake? Who stole the Lincoln Acorn? Why was Reverend Slade murdered? Detect seven lucky cases from the unlucky 13th. For Apple II series, IBM PC & Macintosh to follow.

★ **Combots**—Japanese robots come to life! In the 21st century, aliens from another solar system launch a world-wide invasion and you must defeat them! Construction program lets you name and design Combots (over 500 models), weaponry, sensors and armor. Tactical combat system matches you against another player or the alien invaders. Rules include hidden movement, melee combat, jump boosters, refueling, rearming and scavenging for parts. Commodore 64.

★ **M1**—War has broken out in the Persian Gulf! Command a platoon of the U.S. Army's most advanced fighting vehicles in this real-time simulation for the Commodore 64. With four M1 Bradleys at your command, your mission is to seek and destroy the enemy before they find you first.

SOFTWARE CLASSICS

Great computer games never die; they just age well like fine wine. And, although you may have to pay \$500.00 for a vintage Mouton Rothschild, our aged titles are available for less than their original suggested retail prices!

Some of the savings are unbelievable.

If you would like to know what we have available, send a request to us for "Software Classics Order Form and Brochure" or call TOLL-FREE at **1-800-638-9292**.

ON LINE from Avalon Hill

An informative quarterly update on new releases, answers to frequently asked questions and feature articles about Avalon Hill Microcomputer Games. Call or write us if you would like to receive a complimentary copy.

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