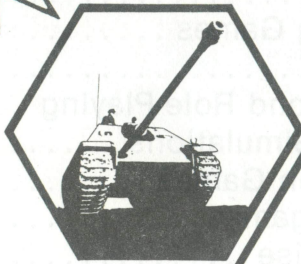


GAMES AND PARTS PRICE LIST

EFFECTIVE JANUARY 26, 1985

★ SPECIAL ★
ATARI 2600
OFFER INSIDE



THE
AVALON HILL
GAME COMPANY



microcomputer games[®]

THE AVALON HILL
GAME COMPANY'S
Game of TRIVIA

6,600 QUESTIONS
AND ANSWERS
SEE PAGE 21

PRICE LIST INDEX

Ordering Information	3
Fantasy and Role-Playing Games	4-5
Heroes Magazine	5
Victory Games: James Bond Role-Playing ...	6-7
Victory Games: Military Simulations	8-9
Fantasy & Science Fiction Games	10
Avalon Hill Strategy/Wargames	11-14
Miscellaneous Merchandise	14
New Microcomputer Games	15
Squad Leader Clinic	16-17
James Bond Role-Playing	18
Video Games	19
Avalon Hill Microcomputer Games	20-23
Microcomputer Replacement Parts	22
Leisure Time/Family Games	24-25
Avalon Hill Sports Illustrated Games	26
Magazines	27
Discontinued Parts List	28-30
How to Compute Shipping	31
Telephone Ordering	31



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:** The Avalon Hill Game Company 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**".

THE AVALON HILL GAME COMPANY'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 Heroes receive **FREE** in some 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 10% off the entire order of future games you buy from The Avalon Hill Game Company *for the rest of your life.* The Elite Club is an investment for a fun future of gaming.

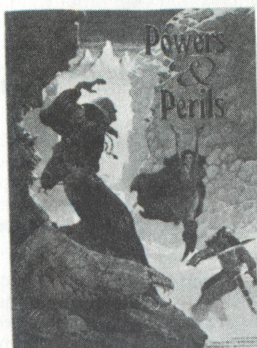
QUESTIONS: Kindly send a self-addressed, stamped envelope when sending letters to us on game questions requiring a reply.

Prices subject to change without notice.



***A \$7.50 minimum applies to all credit card orders.**

Fantasy & Role Playing Games



Powers & Perils

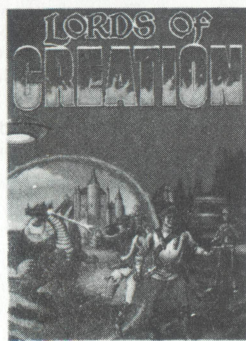
A challenging fantasy role-playing game that charts infinity for your gaming pleasure. For boundless worlds of fantasy adventure **Powers & Perils** is for you.

Powers & Perils	\$24.00
Five exciting books:	
Character Generation	\$5.00
Combat & Magic	5.00
Creature & Encounters	5.00
Humans & Treasures	5.00
County Mordara	5.00
Character Record Pad	3.00
One Six-Sided Die and Two Ten-Sided Die ...	1.50

New Supplements and Modules

NOTE: Ownership of **POWERS AND PERILS** is necessary to play modules & supplements

NEW	Book of Tables	Tower of the Dead	Perilous Lands	NEW
	Supplement #1	Module #1	Supplement #2	
	Book of Tables	Tower of the Dead	Perilous Lands	\$20.00
	Book of Tables	Rule Book	Book 1 Culture Book	7.00
	Combat Screen	Referee Control Screen ...	Book 2 Site Book	5.00
	Encounter Screen		Book 3 Map Book	8.00
	Adventure Record Pad			
	3.00			



Lords of Creation

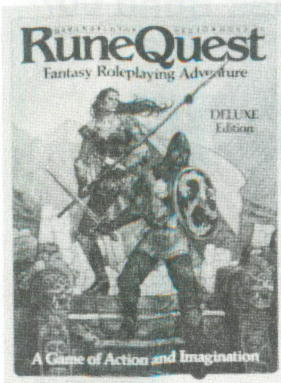
The unique role-playing game for all time. **Lords of Creation** can be played in any era: past, present and future. The simple, yet complete rulebook gets players into the game quickly. Perfect for beginning gamers.

Lords of Creation	\$12.00
Rulebook	6.00
Book of Foes	6.00
10- & 20-sided Dice	ea. 1.00

MODULES

NOTE: Ownership of **LORDS OF CREATION** is necessary to play modules

Horn of Roland	Yeti Sanction	NEW	Omegakron
Module #1	Module #2		Module #3
Horn of Roland	Yeti Sanction		Omegakron
Roland Book	Gamemaster Screen		Rules 3
Adventure Handouts(5)	Adventure Handouts(2)		Adventure Handouts(2)
3.00	Adventure Book		Character Pad
	5.00		3.00



RuneQuest

Recipient of *Omni Magazine's*
Top 10 Games of the Year Award!

The new edition! The designers of *RuneQuest* have put together their years of experience to bring you the definitive edition of this popular fantasy role-playing game. Look for the Vikings! and Monster Coliseum supplements!

RuneQuest (Deluxe)	\$38.00
Players Book	6.00
Magic Book	6.00
Creatures Book	6.00
Gamemasters Book	6.00
Intro. to Glorantha	5.00
Mapsheet	8.00
Game Aids Book	4.00
Players Notes Books(2)	6.00
8, 20-sided Dice	ea. 1.00



Monster Coliseum

Supplement #1

Monster Coliseum	\$16.00
Coliseum Book	6.00
Monster Book	6.00
Character Pad	3.00
Coliseum Floor Map	3.00

RQ(Gamemasters Bx)	\$25.00
Includes:	
Creatures Book	6.00
Intro. to Glorantha	5.00
Game Aids Book	4.00
Mapsheet	8.00

RuneQuest (Players Bx)	\$20.00
Players Book	6.00
Magic Book	6.00
Players Notes Books(2)	6.00
8, 20-sided Dice	ea. 2.00 ea.

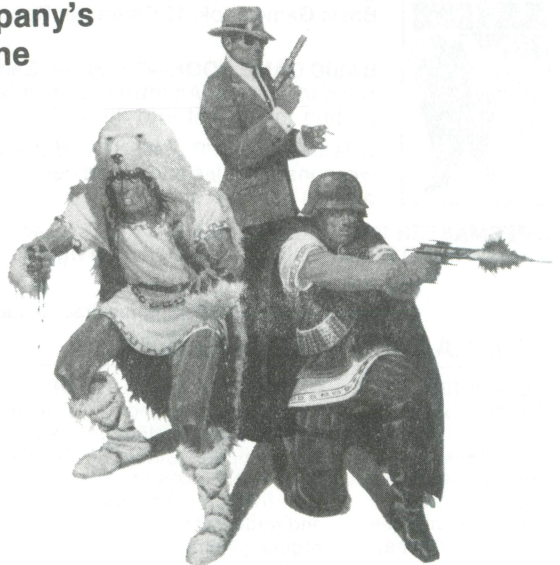
HEROES

The Avalon Hill Game Company's Role-Playing Game Magazine

Complete your gaming library with a subscription to the only magazine dedicated to our role-playing games. Each 48-page issue contains articles and adventures to keep your campaign fresh and original. Get the latest news on the best from The Avalon Hill Game Co.

1 Yr. Subscription Rate ...	\$12.00
2 Yr. Subscription Rate ...	\$18.00
All Subscriptions Post-Paid	
Sample Issue	\$ 3.00

Canada, Mexico and Overseas Customers use same notes as The General.



Enter the Victory Games World of James Bond 007 Role Playing In Her Majesty's Secret Service

Winner of the H.G. Well's
Best Role Playing Game Award!



ADVENTURE MODULES

YOU ONLY LIVE TWICE—An adventure for new agents based on the popular film. **Comps:** 56-page Gamesmaster Guide, M.I.6 Agent Dossier with 8 Mission Sheets, stand-up screen with maps and floorplans. **\$7.95**

LIVE AND LET DIE—A tournament level adventure of danger and excitement! **Comps:** 64-page Gamesmaster Guide, 8-page Map Booklet, M.I.6 Mission Sheets, stand-up screen with map. **\$8.95**

NEW!

GOLDFINGER II: THE MAN WITH THE MIDAS TOUCH—Not based on any book or movie—can be played as a stand alone adventure or as a sequel to the Goldfinger adventure. **COMPS:** 48-page Gamesmaster Guide, M.I.6 Agent Dossier with 8 Mission Sheets, stand-up screen with maps. **\$7.95**

THE MAN WITH THE GOLDEN GUN—Rescue the kidnapped scientist and his brilliant but deadly new invention from the forces of the KGB, Tarot, and the most dangerous assassin of all! **COMPS:** 48-page Gamesmaster Guide, M.I.6 Agent Dossier with 8 Mission Sheets, stand-up screen with maps. **\$7.95**

SUPPLEMENT—NEW!

THRILLING LOCATIONS "AN EXCURSION INTO THE WORLD OF LUXURY"— Expand your James Bond 007 role playing campaign with detailed descriptions of "Real Life" elegant restaurants, preeminent lodgings, and sumptuous travel accommodations around the world! The Thrilling Locations Supplement is a must for gamesmaster, player, or Bond fan! **\$9.95**

BASIC GAME

SUPPLEMENTS



BASIC SET—The complete *James Bond 007* Game players' package. **Comps:** Basic Game book, 12 Character Records, two 6-sided and two 10-sided dice. **\$12.95**

BASIC GAME BOOK—The Basic Game book includes all rules for the *James Bond 007* Game. An introductory adventure teaches players the rules while getting them right into the action. **\$9.95**

Q MANUAL SUPPLEMENT—With over 150 illos, this supplement includes weapons, vehicles and covert devices from the movie series, plus other items players can use on a mission **\$9.95**

GAMESMASTER PACK SUPPLEMENT—Adds secrecy and visual aids to the *James Bond 007* Game. **Comps:** 11" x 32" GM Screen, 23 action figures with bases, 40 Character Records, Map grid. **\$8.95**

NOTE: Ownership of BASIC GAME is required to play these modules and supplements

OTHER ADVENTURE MODULES

GOLDFINGER

Adventure based on the exciting original movie. **Comps:** 48-pg. Gamesmaster Guide, M.I.6 Agent Dossier with 8 Mission Sheets, and folder with maps. **\$7.95**

OCTOPUSSY

Film characters and locales. **Comps:** 48-pg. Gamesmaster Guide, M.I.6 Agent Dossier with 8 Mission Sheets, and folder featuring rogues gallery. **\$7.95**

DR. NO

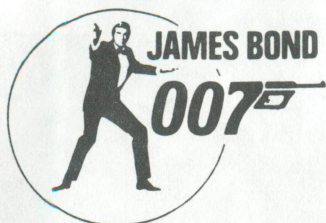
The Dr. No adventure package contains an illustrated 48-pg. Gamesmaster Guide, M.I.6 Agent Dossier with 8 Mission Sheets and a stand up screen. **\$8.95**

FOR YOUR

INFORMATION—This Gamesmaster Supplement complete with 72 page Rules and Information Book, 12 M.I.6 Documentation Forms and non-player Character Cards **\$9.95**

New from Victory Games! James Bond 007 Action Episode Games

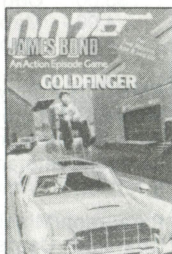
For Children 8 and Up



Based on the exciting movie series, the easy-to-play Action Episodes bring the World of James Bond 007 into your home. Chase villains on land, in the air, on the seas! The fun is just beginning with solitaire and two-player Action Episodes!

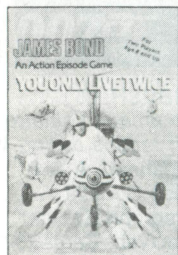
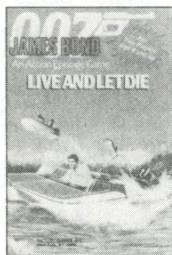
GOLDFINGER ACTION EPISODE

James Bond and his famous Aston Martin DBV in the most famous Bond car chase, in this 2-player game. Includes 11" x 16" four-color mounted mapboard, 5 die-cut figures with bases, 5 game cards, 2 six-sided dice, rules folder. **\$7.95**



LIVE & LET DIE ACTION EPISODE

A high-speed chase through Louisiana bayou with Bond racing for his life in this 2-player game. Includes 11" x 16" four-color mounted mapboard, 5 die-cut figures with bases, 32 game cards, 2 six-sided dice, rules folder. **\$7.95**



MAN WITH THE GOLDEN GUN ACTION EPISODE

Danger stalks Scaramanga's Funhouse as Bond seeks the remarkable Solex Agitator in this solitaire game. Includes four 4" x 5½" funhouse maze panels, 5 die-cut figures with bases, 50 game cards, 2 six-sided dice, rules folder. **\$7.95**

YOU ONLY LIVE TWICE ACTION EPISODE

"Little Nellie" and 007 team up in a death-defying fight through the skies in this game for 2 players. Includes 11" x 16" four-color mounted mapboard, 5 die-cut figures with bases, record pad, 2 six-sided dice, rules folder. **\$7.95**

Award Winning Military Simulations

From

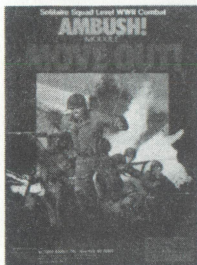


NEW

AMBUSH Follow-On Module PURPLE HEART ⑤\$22.00

This new **Ambush** follow-on module adds new components to the original game components to produce six astounding new missions. **Three New Maps** and **108 New Counters** expand the scope of this award-winning solitaire system to introduce new challenges and dangers. You must own **Ambush** to play **Purple Heart**.

Para./Miss. Bklt.	\$5.00	Counter Sheet	\$3.00
Character Cards (60)	4.00	Mapsheets—(C).....	ea. 5.00
Mission Cards (13)	7.00	Mapsheets—(D&E) ...	ea. 3.00



AMBUSH Follow-On Module MOVE OUT! ⑤\$12.00

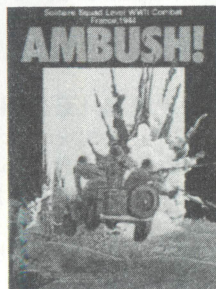
With four new missions, **Move Out!** takes you and your squad of battle-hardened veterans back to war-torn France, picking up the adventure where it left off in **Ambush**. You must own **Ambush** to play **Move Out!**

Paragraph/Mission Booklet	\$4.00
Character Cards (60)	4.00
Mission Cards (11)	6.00

Ambush is Winner of the
Charles Roberts Best 20th Century Wargame Award!

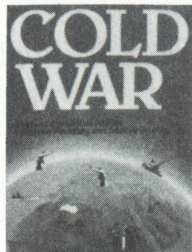
AMBUSH ⑤\$24.00
The unique solitaire game of small unit tactics during World War Two.
Mapsheets A & Bea. 5.00
Rules Booklet

5.00	Mission Cards (19)	\$10.00
4.00	Cartridge View Sleeve	3.00
4.00	Player Aid Card	2.00
4.00	Squad Record Pad	2.50
4.00	Decimal Die	1.00
4.00	Counter Sheets 1 & 2	ea. 3.00



NEW

The Game of Global Politics, Influence Peddling and Double Dealing
A Multi-Player Game of International Intrigue!



COLD WAR ③\$24.00

The great powers of North America, Western Europe, the Soviet Union and China vie for political and economic domination throughout the world, while trying—with all the means, fair and foul, at their disposal—to disrupt the expansion of their opponents. Diplomats, agents, and military forces abound in this tour de force of world-wide brinkmanship.

Mapsheets	\$6.00	Event Cards (50)	\$5.00
Rules Booklet	2.00	Action Cards (72)	5.00
Counter Sheet	3.00	Summary Sheets (4)	3.00

New Thrilling Wargames From Victory!



PAX BRITANNICA (4) \$24.00

The Colonial Era 1880 to the Great War Pax Britannica pits four to seven players against one another in a tense contest of national wills, as major powers vie on a worldwide stage for colonial control.

- | | | | |
|---------------------------------|-----------|--------------------------------------|--------|
| Mapsheets A&B | EA.\$6.00 | Administrative Record Sheet Pad | \$4.00 |
| Rules Booklet | 5.00 | Reference Sheets (8) | 4.00 |
| Counter Sheets (1, 2 & 3) | EA. 3.00 | | |

SIXTH FLEET (5) \$30.00

Modern Naval Combat in the Mediterranean—Over 600 counters, two maps and 14 different scenarios in this panoramic simulation of Naval Combat in the Mediterranean.

- | | | | |
|---------------------------------|-----------|----------------------------|--------|
| Mapsheets A&B | EA.\$6.00 | Roster Pads (2) | \$5.00 |
| Rules Booklet | 5.00 | Player-Aid Cards (3) | 5.00 |
| Counter Sheets (1, 2 & 3) | EA. 3.00 | | |

PANZER COMMAND (6) \$20.00

Panzer Command, the Gateway to Stalingrad Fall '42-Spring '43—A tactical level simulation of armored combat, recreating the battles that raged across the steppes of the Soviet Union during the middle years of World War II.

- | | |
|-----------------------------|----------|
| Mapsheet | \$6.00 |
| Rules Booklet | 5.00 |
| Counter Sheets (1, 2) | EA. 3.00 |

VIETNAM: 1965-1975 (9) \$20.00

A detailed multi-scenario simulation with particular emphasis on operations and political control.

- | | |
|---------------------------------|----------|
| Mapsheets A & B | EA. 6.00 |
| Rules Booklet | 4.00 |
| Counter Sheets #1, #2, #3 | EA. 3.00 |

CIVIL WAR (7) \$20.00

Winner of the 1983 Charles Roberts Best Pre-20th Century Wargame Award.

- | | |
|------------------------------|----------|
| Mapsheets A & B | EA. 6.00 |
| Rules Booklet | 4.00 |
| Chart Card | 2.00 |
| Counter Sheets: #1, #2 | EA. 3.00 |

GULF STRIKE (9) \$30.00

- | | |
|--|----------|
| Mapsheets A & B | EA. 6.00 |
| Mapsheets C & D | EA. 6.00 |
| Rules Folder | 5.00 |
| Counter Sheets: #1 Arab, #2 Russian, USA/Marker #4 Misc. Markers | EA. 3.00 |
| Tables/Charts Booklet | 2.00 |
| Special Die | 1.00 |

1809: NAPOLEON'S DANUBE

CAMPAIGN (7) \$18.00

Operational level game that re-enacts Napoleon's entire campaign in Austria.

- | | |
|---|----------|
| Mapsheets: Western, Central, Eastern (Includes Organization Displays) | EA. 6.00 |
| Rules Booklet | 4.00 |
| Counter Sheet | 3.00 |

NATO (5) \$15.00

The next war in Europe, pitting NATO against Warsaw Pact forces, in a sophisticated, easy-to-learn simulation game designed to be playable in one gaming session.

- | | |
|--------------------------|------|
| Mapsheet | 6.00 |
| Rules Booklet | 4.00 |
| Display Cards (2) | 3.00 |
| Counter Sheets (2) | 5.00 |

HELL'S HIGHWAY (7) \$20.00

- | | |
|--|----------|
| Mapsheets A | EA. 6.00 |
| Rules Folder | 4.00 |
| Chart Card | 2.00 |
| Counter Sheets: #1 Allied #2 German/Misc. | EA. 3.00 |

FANTASY AND SCIENCE FICTION GAMES

NEW FOR '85

DUNE—Space civilization power struggle game repackaged with graphics from the movie based on the game **16.00**

Mapboard	\$8.00	Character Shields: (Spec. by Char.) ... ea.	\$1.00
Rules	3.00	Player Aid Pad	3.00
Leader Counters	3.00	Combat Wheelw/Pin	1.50
Spice & Combat Counters	3.00	Spice/Treachery Cards Set	3.00



PLUS ..



DUNE MODULE
SPICE HARVEST—The first of the **Dune** game modules re-creating the conflicts for control of the life-preserving mineral.
\$10.00



Rules	\$2.00
Die Cut Spice Counters	3.00
Set of Share/Vote Cards	2.00
Set of Access/Harvest Cards	2.00
Sets of Planet Cards	2.00



DUNE MODULE
THE DUEL—The **Dune** game module that re-creates the situation that builds to a crescendo in the movie **DUNE**.
\$14.00



Mapboard 11" x 16"	\$6.00
Set of Duel Cards	2.00
Set of Treachery Cards	2.00
Die Cut Leader Counters	3.00



NOTE: Ownership of Dune Basic Game is required to play Adventure Modules

STELLAR CONQUEST—A science-fiction game of intergalactic conquest based on the 25th century **\$24.00**

Rules	\$4.00	Record Pad	\$3.00
Mapboard 22" x 24"	8.00	2-Sets Star Cards	2.00
#1 Die Cut Counters	3.00	4 Task Force Cards	2.00
#2 Die Cut Counters	3.00		



ALPHA OMEGA ④ **14.00**

Mapboard	8.00
Rules 2nd Edition	4.00
Counters:	
Identification	3.00
Ship	3.00
Log Pad	3.00
Game Tables Card	1.00

DOWN WITH THE KING ⑤ **11.00**

Rules	4.00
Set of Playing Aid Cards	3.00
Event Cards	4.00
Record Pad	2.50
Counters	3.00

DRAGONHUNT ③ **16.00**

Mapboard	8.00
Rules	4.00
Player Counter Sheet	3.00
Miscellaneous Counter Sheet	3.00
Set of Playing Cards	3.00

DRAGON PASS ⑥ **16.00**

Mapboard	8.00
Counters A&B	EA. 3.00
Rules	4.00
Chit/Table Card	1.00

ELRIC ③ **16.00**

Mapboard	8.00
Counters A,B,C,D	EA. 3.00
Rules	4.00

FREEDOM IN THE GALAXY ④⑦&⑩ **21.00**

Mapboard	8.00
Rules	3.00
Counters:	
Section No. 1	3.00
Section No. 2	3.00
Galactic Guide	3.00
Set of Player Cards	7.50
Charts & Tables Card	2.00
Track Record Card	2.50

THE LEGEND OF ROBIN HOOD ④ **8.00**

Mapboard	4.00
Rules	4.00
Counters	3.00

MAGIC REALM ⑨ **16.00**

Boards: Specify Elf, Fabulous, Myriad, Witch EA.

Rules	3.00
Major Counters	3.00
Minor Counters	3.00
Treasure Spell Cards	2.00
Personal History Pad	3.00
Treasure Set-Up Card	1.00
Character Cards Deck	2.50

MYSTIC WOOD ② **11.00**

Set of Map Tiles	6.00
Rules	3.00
Deck of Role Cards	4.00
Set of Pawns	1.00

STARSHIP TROOPERS ⑤ **16.00**

Mapboard	8.00
Rules	4.00
Alien Counters	3.00

Terran Counters	3.00
Map/Roster Pad	2.50
CRT	1.00

TITAN ④ **16.00**

Mapboard	8.00
Rules	3.00
Counters (8)	EA. 3.00
Hit Marker Counters	3.00
Battlelands Displays:	
Set of 11	3.00

UFO ① **6.00**

Mapboard	6.00
Rules	2.00
Counters	3.00

WIZARDS ⑥ **20.00**

Mapboard	8.00
Rules	3.00
Counters	3.00
Hex Territory Tiles	3.50
Task, Wizard, Event & Gem Cards Set	6.00
Record Board Card	1.50
Record Sheet Pad	3.00
Plastic Character Bases Set (4)	1.00

WIZARD'S QUEST ② **16.00**

Mapboard	8.00
Rules 3rd Edition	2.00
Counters	3.00
Petition Cards Set	3.00

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

STRATEGY/WARGAMES

NEW FROM THE AVALON HILL GAME COMPANY

BANZAI

The first of the **Up Front** game modules, expanding upon the 1983 Charles S. Roberts Award-winning system. Includes 12 SW Pacific scenarios ideal for solitaire play. Requires ownership of **UP FRONT**.

PRICE
\$12.00

PARTS

Counters: 3.00
Rules: 4.00
Infantry Cards Set (60): 5.00
Armored Cards Set (20): 3.00



FIREPOWER

Man-to-Man combat involving modern day weaponry and its effects on military tactics and strategy.

\$22.00

PARTS

Basic Rules: 4.00
Scenario Manual: 3.00
4 Sep. 8 x 22 Mapboards 1,2,3,4: 4.00 ea.
Die Cut Counters: 3.00
Playing Aids Card Sets (5): 3.00



HITLER'S WAR (4)

Three games in one; examines WWII at several levels focusing on political and military decision-making.

\$16.00

PARTS

Mapboard: 8.50
Unit Counters—specify #1 or #2: 3.00 ea.
Rules: 4.00
Record Card—specify Allied, Axis, or Soviet: 1.00 ea.



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

AFRIKA KORPS (2)	14.00	Paromron	3.00	BLITZKRIEG (6) (7) thru (10)	16.00
Mapboard	8.00	Malta	3.00	Mapboard	8.00
Counters	3.00	Rules	4.00	Red Troop Counters	3.00
Rules (3rd Edition)	4.00	Counters: Allied & Axis	EA. 3.00	Blue Troop Counters	3.00
TRC	1.00	Player Aid Charts	1.50	Rules	4.00
Situation Card	1.00	B-17 (Queen of the Sky) (3)	16.00	Attrition Table Card	1.00
CRT	1.00	Mapboard (11 x 16)	8.00	O/A Card Set	2.00
AIR FORCE (6)	16.00	Rules	4.00	Time Record Card	1.00
Mapboard	8.00	Counters	3.00	BULL RUN (4)	16.00
Rules	4.00	Airplane Cards	6.00	Mapboard (4-section)	8.00
Airplane Data Card Set	6.00	Mission Pad	2.50	Rules	4.00
Counters	3.00	Charts & Tables Pad	2.50	Counters	3.00
Log Pad	2.50	BATTLE OF ITALY (4)	6.00	Confederate Set-up Card	1.00
ALEXANDER (5)	14.00	Mapboard	EA. 3.00	Union Set-up Card	1.00
Mapboard	8.00	Rules	3.00	Player Aid Card	1.00
Rules	3.00	Counters	3.00	CAESAR ALESIA (4)	14.00
CRT	1.00	Charts & Tables Cards	3.00	Mapboard	8.00
Counters	3.00	BATTLE OF THE BULGE (4) '81 Ed.	16.00	Rules	4.00
ANZIO (4) (7) thru (10)	14.00	Mapboard (2nd Edition)	8.00	Roman Troop Counters	3.00
Mapboard	8.00	Rules (2nd Edition)	4.00	Galic Troop Counters	3.00
Rules (4th Edition)	4.00	Unit Counters (1st Edition)	3.00	CRT	1.00
Counters: Gr. Allied	EA. 3.00	Utility Counters (1st Edition)	3.00	Offboard Movement Chart	1.00
Playing Aids Card Set (6)	1.50	O/B Cards Set (2nd Edition)	2.00	CAESAR'S LEGIONS (5)	13.00
New Box	3.00	Playing Aids Card (2nd Edition)	2.00	Mapboard	8.00
Diadem Scenario	1.00	BISMARCK (4) (5) & (7)	16.00	Rules	4.00
4 Card Insert from (Gen. Vol. 16, #1)		Search Board	EA. 3.00	Con. Movement & Ambush Card	1.00
ARAB-ISRAELI WARS (8)	16.00	Battle Board	5.00	Roman Troop Counters	3.00
Mapboard: A, B, C, D	EA. 3.00	Rules (2nd Edition)	4.00	German Troop Counters	3.00
Rules	4.00	Counters	3.00	Set of Tactical Maneuver Cards	1.00
Counters: Arab, Israeli	EA. 3.00	Range Finder/Movement Guide	1.00	CHANCELLORSVILLE (4)	14.00
CRT Charts Folder	1.00	Playing Aids Card Set	2.00	Mapboard	8.00
ASSAULT ON		Log Pad	2.50	Rules	4.00
CRETE/MALTA (5)	16.00	Bismarck Variant Kit	5.00	TRC/OB Card	1.00
Mapboard: Maleme	3.00	Includes two variant mapsheets and		CRT/TEC Card	1.00
Georopolis	3.00	Vol. 16, No. 2 of The General		Counters	3.00

Strategy/Wargames Continued

CIRCUS MAXIMUS ③	9.00	DIPLOMACY ③	17.00	GLADIATOR ④	9.00
Boards 1,2,3	EA. 3.00	Mapboard	8.00	Mapboard	4.00
Unit Counters	3.00	Rules	4.00	Counters	3.00
Rules Manual (2nd Edition)	3.00	Basic Rules Sheet	1.00	Rules	3.00
Chariot Racing Pad	2.50	Play-By-Mail Sheet	1.00	Log Pad	2.50
		Fleets & Armies (Complete Set)	4.00	Plastic Stands (12)	3.00
		(Plastic Color Co-ordinated)			
CIVILIZATION ③	22.00	Set of 7 Conference Maps	2.00	GUNSLINGER ⑤	20.00
Mapboard	8.00	Gamers Guide	4.50	Mapboards (8): A to H	EA. 1.50
Rules	3.00			Entire Set	12.00
Counters:		FLAT TOP '81 Edition ⑩	22.00	Rules	3.00
Italian/Asian	3.00	Mapboard	12.00	Counters	3.00
Allyrian/Egyptian	3.00	Rules	4.00	Set of Action/Result Cards	6.00
Thracian/Babylonian	3.00	Ammunition Pad	2.50	Set of Player Aid Cards	3.00
African/Assyrian	3.00	Counters:		Legend Pad	3.00
Cretian	3.00	Allied	6.50		
Archeological Succession		Japan	6.50		
Table Card	2.50	Info Counters	3.00	GUNS OF AUGUST ⑤	17.00
Set of Trade Cards	5.00	Air Record Pad	2.50	Mapboard	8.00
Set of Civilization Cards	5.00	Playing Aids Card Set	3.00	Counters 1,2,3,4	EA. 3.00
Player Mats (7)	3.00	Air Operations Chart	4.00	Rules (2nd Edition)	4.00
New Trade Cards	4.00			Playing Aid Cards Set (2)	EA. 2.00
		FORTRESS EUROPA ⑦	16.00	HUNDRED DAYS BATTLES ⑧	6.00
CONQUISTADOR ⑦	18.00	Mapboard	8.00	Mapboard	4.00
Mapboard	8.00	Allied Counters	3.00	Rules	3.00
Rules	4.00	German Counters	3.00	Counters	3.00
Counter Sheet #1	3.00	Rules (2nd Edition)	4.00		
Counter Sheet #2	3.00	Playing Aid Card Set	4.00	JUTLAND ⑥	13.00
Playing Aids Card Set	2.00			Rules	4.00
Expedition Log Pad	3.00	FRANCE 40 ④	14.00	Set of Task Force Cards:	
		Mapboard	8.00	TRC/Gunnery Tables (4)	2.00
CRESCENDO OF DOOM ⑩	18.00	Counters	3.00	Counters: British, Ger.	EA. 3.00
Mapboard #6, #7	EA. 4.00	Rules	2.00	Range Finder/Area Markers	1.00
Counters:		Campaign Analysis	2.00	Maneuver Gauge	1.00
French Infantry	3.00	O/B Cards Set	2.00	Hit Record Pad; Brit., Ger.	EA. 2.50
British Infantry	3.00	Dyle Plan Folder	1.00		
Neutrals Armor & Ordnance	3.00	CRT Sheet	1.00	KINGMAKER ⑦	16.00
French Armor & Ordnance	3.00			Mapboard	8.00
British Armor & Ordnance	3.00	FREDERICK THE GREAT ④	12.00	Rules	4.00
British Armor	3.00	Mapboard	8.00	Counters	3.00
Rules	4.00	Rules	3.00	Crown Cards Deck	3.00
Scenario/CRT Card Set	3.00	Counters	3.00	Event Cards Deck	3.00
Series 200, Pad of 10	5.00			Variant Event Cards	4.00
Rogue Scenarios, Pad of 12	5.00	FURY IN THE WEST ④	15.00	Variant Event Cards come with rules— for further information see General Vol.14 #2.	
		Mapboard	8.00	LITTLE ROUND TOP ④	6.00
CROSS OF IRON ⑨	18.00	Rules	4.00	Mapboard	4.00
Gameboard #5	4.00	Counters	3.00	Rules	3.00
Counters:		Player Aid Card	1.00	Counters	3.00
Infantry A	3.00	Strength Record Chart:			
Infantry B	3.00	Confederate	1.00	THE LONGEST DAY ⑧	65.00
Artillery	3.00	Union	1.00	Mapboard: A—Cherbourg	3.00
German Vehicle	3.00			A—Countances	4.00
Russian Vehicle	3.00	GETTYSBURG ③ ⑥ & ⑩	16.00	C—Saint Lo	4.00
Rules (3rd Edition)	4.00	Mapboard	8.00	D—Caen	4.00
Scenario Cards/CRT Set	3.00	Rules	4.00	E—Cabourg	3.00
Series 100, Pad of 10	5.00	Counters (2)	6.00	F—Avranches	4.00
		Formation Markers (2)	4.00	F—Argentan	4.00
		CRT/OB Cards Set	2.00	Utility Half-sheet Counters	3.00
DAUNTLESS ⑦ '81 Rev. Ed.	16.00	G.I. ANVIL OF VICTORY ⑩	30.00	Utility Sheet Round Counters	3.00
(Must have AirForce game to Play)		Mapboards 8,12,13,14&15	EA. 4.00	American Counters	3.00
Rules	4.00	Rules (2nd Edition)	4.00	British Counters	3.00
Airplane Data Cards Set	6.00	Counters:		German #1 Counters	3.00
Counters (Allied, Japan)	EA. 3.00	U.S. Army	3.00	German #2 Counters	3.00
Log Pad	2.50	U.S. Ordnance	3.00	Rules	10.00
		British Armor	3.00	Allied Landing Schedule/ Scenario #1 Card	2.00
D-DAY ②	14.00	U.S. Infantry	3.00	Allied Entry Track/ Scenario #2 Card	2.00
Mapboard	8.00	U.S. & German SW; French HS	3.00	German Entry Schedule/ Scenario #3 Card	2.00
Counters	3.00	British HS; SS & Unarmed Inf.	3.00		
Rules (3rd Edition)	3.00	German Infantry	3.00		
Time Record Card	1.00	Scenario/Player Aid Card/Terrain Overlay(12 cards total)(2nd Ed.)	4.00		
CRT	1.00	Additional Scenarios—300 Series	5.00		

Strategy/Wargames Continued

Cherbourg/Scenario #4 Card	2.00	PANZERGRUPPE GUDERIAN ⑨	18.00	Expansion Mapboards: 5,6,7,8,9, 10,11,12,13,14,15	EA. 4.00
Combat Results Tables Cards	3.00	Mapboard	10.00	New Mapboards: 16-23	EA. 4.00
Terrain Effects Chart Cards	3.00	Rules	4.00	Scenarios A-D	4.00
Game Box (Empty)	6.00	Unit Counters	3.00	Expansion Gameset see/ Cross of Iron, Crescendo of Doom & G.I. Anvil of Victory	
		Player Aid Cards (2)	2.00		
LUFTWAFFE ⑤	16.00	PANZERKRIEG ⑥	18.00	STALINGRAD ②	14.00
Mapboard	8.00	Mapboard	8.00	Mapboard	8.00
Counters: Ger. & Amer.	EA. 3.00	Counters	3.00	Counters	3.00
Rules	3.00	Rules	4.00	Rules	3.00
Order of Battle Card Set	2.00	Study Folder/Scenario Guide	3.00	TRC	1.00
Aerial Combat Results Sheet	1.00	Charts/Tables Card	3.00	Weather Card	1.00
Target Pad	2.50			CRT	1.00
		PANZERLEADER ⑦	18.00	STORM OVER ARNHEIM ③	16.00
MACHIAVELLI ④	14.00	Mapboard: A, B, C, D	EA. 4.00	Mapboard	8.00
Mapboard	8.00	Rules	4.00	Rules	3.00
Rules	4.00	Counters: Ger. Allied	EA. 3.00	Scenario/CRT/TEC Card Set	2.00
Power Counters 8935031/32	3.00	Panzerleader 1940 Variant Kit	5.50	Includes Vol. 15, #2 of The General with counters.	
Power Counters 8935035/36	3.00				
Log Pad	2.50	RICHTHOFEN'S WAR ⑤	14.00	STRUGGLE OF NATIONS ⑩	21.00
Game Tables Card	1.00	Mapboard	8.00	Mapboard of North/West/ East	8.00 6.00
		Rules	2.00	Rules	5.00
MIDWAY ③	16.00	Briefing Manual	2.00	Counters:	
Mapboards: Search & Battle	EA. 4.00	Scenario Cards Set	2.00	Combat	3.00
Counters: Ship & Battle	EA. 3.00	Counters	3.00	Leader	3.00
Rules	4.00	Log Pad	2.50	Organizational Chart Card:	
Log Pad	2.50	Target Damage Table Sheet	1.00	French	2.00
Search Board Screen	1.00	Maneuver Cards Set	4.00	Allied	2.00
Coral Sea Variant Kit	6.00	Richthofen maneuver Card set comes with rules—for further information see General Vol. 14, #4.		Scenario Folder	5.00
Includes Counters & Maps				Turn Record/Reinforcement Track Card	3.50
		RUSSIAN CAMPAIGN ④	14.00	Organization Displays:	
NAPOLEON ③	14.00	Mapboard	8.00	Allied, French	4.00
Mapboard	8.00	Rules (3rd Edition)	4.00	Chart & Tables Folder (2)	EA. 3.00
Rules	2.00	Counters	3.00	SUBMARINE ⑧	16.00
Wooden Counters Set	7.00	German O/B Chart	1.00	Mapboard	8.00
Allied & Fr. Battle Card	EA. 1.00	Russian O/B Chart	1.00	Rules (2nd Edition)	4.00
				Playing Aids Card Set	2.00
NAPOLEON AT BAY ⑨	22.00	SAMURAI ⑥	14.00	Counters	3.00
Eastern Mapboard	8.00	Mapboard	8.00	Log Pad	3.00
Western Mapboard	8.00	Counters	3.00		
Rules	4.00	Rules	4.00	TACTICS (25th Anniversary Issue) ②	12.00
Scenario Study Folder	4.00	Clan Charts (4)	2.00	2-Section Mapboard	8.00
Counters	3.00			Counters	3.00
French Org. Display Card	2.00	1776 ⑦	16.00	Rules	4.00
Silesia Org. Display Card	2.00	Mapboard	8.00	TACTICS II ①	11.00
Bohemia Org. Display Card	2.00	Rules	4.00	Mapboard	8.00
				Counters	3.00
NAVAL WAR ①	6.00	SOURCE OF THE NILE ⑤	15.00	Rules	3.00
Rules	2.00	Mapboard	8.00	Weather/Time Record Card	1.00
Set of Ship Cards (black)	3.00	Counters	3.00	CRT	1.00
Playing Cards (2 sets) (red)	SET 3.00	Rules	4.00		
		Event Card Set	2.00	THIRD REICH ⑩	18.00
ORIGINS ①	14.00	3 Crayon Set	2.50	Mapboard	8.00
Mapboard	8.00	Player Pad	3.00	Rules (4th Edition)	4.00
Counters: US, BRT, FR, GR, RUS	EA. 3.00			Situation Cards Set (5)	2.00
Rules	3.00	SQUAD LEADER ⑧	20.00	Counters: British	3.00
Nat. Obj. Card	EA. 1.00	Mapboard: 1,2,3,4	EA. 4.00	US/Russian	3.00
Historical Objective Card	EA. 1.00	Rules (4th Edition)	4.00	German/Italian	3.00
		Allied Counters	3.00		
PANZERARMEE AFRIKA ⑤	16.00	German Counters	3.00		
Mapboard	8.00	Vehicle & Fort Counters	3.00		
Rules	3.00	Scenario Card Set	3.00		
Counters	3.00				
Terrain Effects Chart	2.00				
PANZERBLITZ ⑥	18.00				
Mapboards: 1,2,3	EA. 4.00				
Counters: Ger. & Rus.	EA. 3.00				
Rules	2.00				
Campaign Analysis	2.00				
Situation Cards	2.00				
Combat Chart Sheet	1.00				
Wargamer's Guide	4.50				

Strategy/Wargames Continued

Prices subject to change without notice.

TOBRUK ⑦	16.00
Mapboard (AD,BE,CF)	EA. 3.00
Rules	4.00
Roster Pad	2.50
German Hit Probability Chart	1.00
British Hit Probability Chart	1.00
Casualty Tables Card	1.00
German Counters	3.00
British Counters	3.00
TRIEME ③	15.00
Mapboard	8.00
Rules Manual	4.00
Ship Counters	3.00
Marker Counters	3.00
Game Table Card	1.00
Log Pad	2.50
UP FRONT ④	25.00
Counters	3.00
Rules	4.00
Action Cards Decks (1-54,55-108,109-162)	EA. 3.00

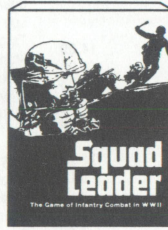
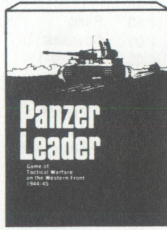
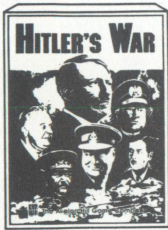
Die Cut Personality Cards (2 decks)	EA. 3.00
Die Cut Set of 40 AFV Cards	3.00
Discard Tray	3.00
VICTORY IN PACIFIC ②	14.00
Mapboard	8.00
Rules (2nd Edition)	3.00
Ship Counters	6.00
Japanese O/B Card	1.00
American O/B Card	1.00
WAR AND PEACE ⑤	16.00
Mapboard	8.00
Counter #1,#2,#3,#4	EA. 3.00
Campaign Game Card	1.00
Rules (2nd Edition)	4.00
Player Aid Card	1.00
WAR AT SEA ⑤	10.00
Mapboard	8.00
Rules	1.00
Counters	3.00

WAR AT SEA II	9.50
Although not required . . . all War at Sea Variants that have appeared in the General can be played using the WAR AT SEA II Kit. General Vols. 15, #3, and 13, #3 (only photostatic copy avail.) and Vol. 14, #4.	

WATERLOO ②	14.00
Mapboard	8.00
Counters	3.00
Rules	3.00
TRC	1.00
Situation/OA Card	1.00
CRT	1.00

WOODEN SHIPS ⑥	14.00
Mapboard	8.00
Rules (2nd Edition)	4.00
Counters	3.00
Log Pad	3.00
Advanced Game CRT	1.00

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



Miscellaneous Merchandise

BINDERS for The General (holds 10 issues) . . . 6.00

BOXES (Empty)

Standard Bookcase (specify game) sz.	3.00
All-Purpose Bookcase size (for out-of-stock boxes)	3.00
Flat box (specify game) size	3.00
Longest Day box	6.00

BUMPER STICKERS 1.00

COUNTERS, BLANK

(a) BLANK WHITE, suitable for coloring with felt tipped pens. Specify: 1/2" (D-Day size or 3/4" (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
10 Sided Die (1) 1.00

HATS 7.00

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

HEX SHEETS

White, unmounted cardboard shipped in mailing
tube to prevent creasing. Specify D-Day type (3/4"
hex) 22" x 28", OR Panzer type (1/2" hex)
22" x 24" each 1.50
4 for 5.00
12 for 11.00

MAGNETIC Strips for Counters

Ten ft. lengths 7.50
One ft. 1.00

MAPBOARDS CLIPS (Set of 4)

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.

PLAY-BY-MAIL KITS

The following games can be played by mail:

PBM Kits:

Afrika Korps, Bulge (pre-1981 ed.), D-Day, Krieg- spiel, Luftwaffe, Panzerblitz, Stalingrad, and Waterloo.	
2-Player Kit (specify game)	7.00

1-Player Kit (specify game)	4.00
Rules only (specify game)	1.00

PBM Kits for:

Blitzkrieg, Battle of the Bulge (New Edition), Russian Campaign.	
2-Player Kit (specify game)	8.00
1-Player Kit (specify game)	5.00
(Rules included)	

Fortress Europa PBM Kit:

2-Player Kit	10.00
1-Player Kit	6.00
Rules	1.50

NOTE: Kits are of no value unless players also
own the game.

STORAGE TRAYS (Set of 3) 4.00

Holds counters separate in 48 different re-
ceptacles—includes plastic lids.

T-SHIRTS Panzerblitz box cover, orange & black. Specify Sm., Med., Lg., X-Lg.	6.00
Squad Leader box cover, orange & black. Specify Sm., X-Lg.	6.00

NO DICE REQUIRED!

But what you do need is an Apple, Atari, Commodore 64 or IBM PC, PCjr to play the latest, greatest games from The Avalon Hill Game Company's Microcomputer Division!



TELENGARD—Fifty levels of fantastic dungeon **adventure** in a mysterious underworld setting. On Disk for TRS-80 Mods. I/III/4, Apple II Home Computers, Atari Home Computers, IBM PC, PCjr, Commodore 64 and Heath/Zenith Computers (H-90/Z-100)—\$28.00, on Cassette for Commodore 64 and Atari Home Computers—\$23.00



MAXWELL MANOR—Glurks, wigglers, poisonous blood spots and huge spiders are only the beginning of this haunting **adventure** game. On Disk for Atari or Commodore 64 Home Computers—\$25.00



BEAST WAR—A game of strategy and skill set in the far reaches of the galaxy. It is the way of settling disputes using beasts from several planets. On Disk for Apple II Home Computers—\$25.00



BY FIRE AND SWORD—Feudal warfare set in 10th century France. Conquer your foes and become the next Charlemagne. On Disk for IBM PC or PCjr—\$25.00



JUPITER MISSION 1999—An interactive space fantasy **adventure** in which you control the Space Beagle to investigate the source and meaning of alien radio signals being beamed to earth. On Disk for Atari and Commodore 64 Home Computers—\$50.00, \$35.00 for C64



QUEST OF THE SPACE BEAGLE—Sequel to Jupiter Mission 1999. A peaceful alien race needs your help as you fight the evil Gentuzians in this **science fiction** space adventure. On Disk for Atari Home Computers—\$35.00



RIPPER—Capture Jack the Ripper in this suspense filled role playing **adventure** game set in the early 1900's. On Disk for the Commodore 64—\$25.00



PARTHIAN KINGS—A brilliant world of pageantry and conquest awaits you in this **fantasy** strategy game of feudal civil war. On Disk for Apple II Home Computers and the Commodore 64—\$25.00

Visit Your Local Dealer or Call Us Toll Free at 1-800-638-9292



*Be ye fearless in heart,
brave in spirit and
possessor of the
appropriate hardware*



microcomputer games®

A DIVISION OF THE AVALON HILL GAME COMPANY
4517 Harford Road • Baltimore, Maryland 21214 • (301) 254-5300

VIEW FROM THE TRENCH

Reprint from Vol. 21, No. 5 The GENERAL

By Jon Mishcon

Now that you've heard a biased viewpoint on the impending release of ASL (namely, Don's in this issue's AH Philosophy), here's one that isn't. Few people have played more SQUAD LEADER—in all its forms—than Jon Mishcon, who has been active in the "blind playtesting" of the game system since its inception. And he's proved, in these pages, to be a living "Gamer's Guide" to the system. This is what he thinks.

Don has asked that I write down my feelings about *ADVANCED SQUAD LEADER* as "something of an outsider". I say "something" because Joe Suchar and I have been involved with the *ASL* development pretty much since its first word was set to paper BUT (and this is a big "but") we are not employees of The Avalon Hill Game Company. We're gamers. Just that and only that. We read the rules, plunk down those pieces of cardboard, and roll the dice just like you do. The only reason we are on the playtest team is to give Don grief over scenarios and rules we won't enjoy playing. I write this on the last day of January 1985 after having reviewed the latest—and hopefully last—complete rewrite. So allow me to anticipate your *ASL* questions:

Is it perfect? No, but it's good.

After all these years, why isn't it perfect? Every *SL* player has his own idea of perfection. Playability versus realism issues. "Little" rules that reflect this or that nuance. The task of resolving the conflicting views of a bunch of strong-minded playtesters would have given even Job ulcers. One player's favorite rule is another's curse. The present mix must be considered a reasonable compromise for players of all persuasions.

OK, let's have the bad news. First, it is a *new* game. Closely akin to *SL* but NOT the same. All your old reflexes will need to be reviewed and re-evaluated; some of those old patterns will earn you a whole new crop of KIAs. Second, we feel that even after you get comfortable with the system, most scenarios will take between 10% and 50% longer to play (depending on the infantry/armor mix). Third, this version still has a greater "realism" flavor than playability. Make no mistake, the playability has been increased (see below) but there are still a number of those "little rules" that seem to have impact only in *very* special situations. (of course, you have to understand that we speak as very strong advocates of playability over realism.) Fourth, the scenarios are nothing to write home about; they seem designed to allow "introduction" to the system rather than demonstrate its strengths.

Strengths? Sounds like I'm better off with GI? Listen, it's loaded with strong features. A strong systems approach to rules has been made in *ASL*. Learn a concept and it applies, with varying DRM, in all similar situations. This makes the game easier to learn and play. The rules make more sense. Most of the old "funny" rules that allowed "cute" tricks have been deleted. Mostly, I guess, it's a distillation of the best of *SL*.

What is it like to play? Set-up has to be done for both players before game onset. No sniper or scout pieces (although searching and sniper fire are still present). Prep Fire is pretty close to that of *GI* with the notable exceptions that artillery fire isn't called until the Fire Phase and that most weapons now have a rate of fire (Roll less than or equal to that ROF and you get another shot; e.g., HMG—ROF 3). Movement is very close to the system of *GI*, but you'll have to spend one MF to start or stop an AFV. The biggest change is that ALL defensive fire is handled in one manner, very similar to the way you've

Squad Leader reports

always fired upon vehicles. A good compromise has been reached to prevent flooding an infantry position while still allowing you to "draw" fire. MGs still have lanes of fire but now they can, if you're lucky, sweep back and forth. The Advancing Fire Phase is also integrated into movement with vehicles (only allowed to move, stop, shoot, restart, and move again. The Rout Phase's biggest changes are the "Low Crawl" (allowing a one-hex rout away in the open) and the prohibition of routing adjacent to enemy units. More huge changes to the Advance Phase are evident. Close Combat now prevents the use of LMGs or leadership DRMs when the leader is alone in a hex, but each SMC always has a CC strength of one.

In short, there's a lot less fooling around in the rules. Most importantly, the vast majority of the rules really will tend to benefit the player who thinks as did his historical counterpart. (Sigh, an end to our torching most of the mapboard.) Otherwise, it is pretty close to *GI*.

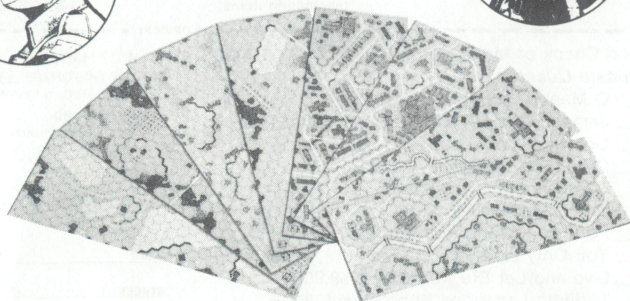
But I like what I'm doing now. Why should I change? Most important is that Don has ruled **THIS IS IT!** There will be errata and updates, but in large part no further changes to the game system. That means that everybody can play *all* the scenarios. I plan to use the "SQUAD LEADER Clinic" to release updates on old scenarios that will be balanced for *ASL*. The scenario production business will surely be getting busy again.

CLINIC

Accessory SQUAD LEADER MAPBOARDS \$4 each

Eight new geomorphic mapboards, designed for release with the **Advanced Squad Leader** series (July '85 release); can be used with current **Squad Leader** game and gamettes. Available NOW as separate accessory items—order by number (16 thru 23).

ADVANCED SQUAD LEADER



The Avalon Hill Game Company

4517 Harford Road ★ Baltimore, MD 21214

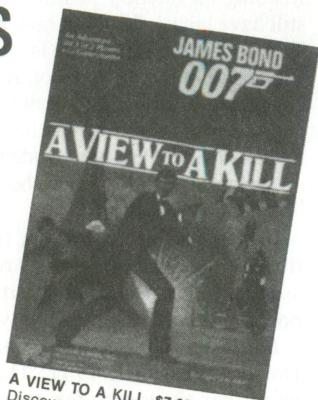
“00” AGENTS WANTED

for the JAMES BOND 007 ROLE PLAYING GAME

With 8 Different Adventures Based
on the James Bond Movies ...
You Can Be 007!

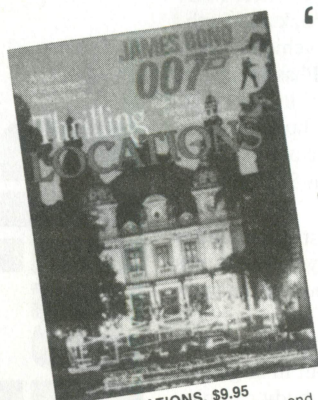
THE BASIC SET, \$12.95

Including all the rules you need,
the Basic Set gets you into the
action, danger, and excitement
of James Bond adventure!



A VIEW TO A KILL, \$7.95

Discover clues that point to a madman's
lust for power in the adventure based
on the newest Bond film in A View to
a Kill.



THRILLING LOCATIONS, \$9.95

With detailed descriptions, photos, and
illustrations, all the glamour and
excitement from the James Bond 007
movies series is yours to enjoy.

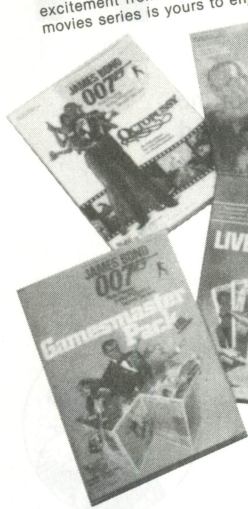


Q MANUAL, \$9.95

The Bond fan's guide to weapons, vehicles, and
covert devices used by Bond, plus many other
fascinating items.



**With
More to
Come!**



CLIP OR COPY

Send Check or Money Order to: **VICTORY GAMES, INC.**, 4517 Harford Road • Baltimore, MD 21214

Indicate Quantity:

- ___ Q Manual Supplement, \$9.95
- ___ James Bond 007 Boxed Basic Set, \$12.95
- ___ Goldfinger Adventure, \$7.95
- ___ Octopussy Adventure, \$7.95
- ___ Gamesmaster Pack, \$8.95
- ___ Dr. No Adventure, \$8.95
- ___ For Your Information Supplement, \$9.95
- ___ You Only Live Twice Adventure, \$7.95
- ___ Live and Let Die Adventure, \$8.95
- ___ Thrilling Locations Supplement, \$9.95
- ___ Goldfinger II Adventure, \$7.95
- ___ Man With the Golden Gun Adventure, \$7.95
- ___ A View to a Kill Adventure, \$7.95

DATE OF THIS ORDER _____ CHECK ENCLOSED

BILL AMERICAN EXPRESS VISA CHOICE

MASTERCARD

Account No.

Inter-Bank Number _____ Expiration Date _____

Signature _____

For credit card purchasing call **TOLL FREE**
800-638-9292 

NAME _____

STREET _____

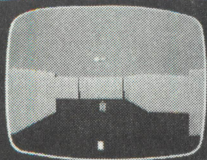
CITY _____

STATE _____ ZIP _____

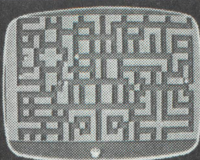
© Danjaq S.A. (1961)

© Eon Productions Limited/Gidrose Publications Limited (1985)

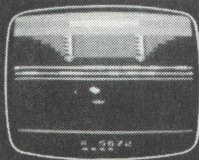
AVALON HILL Video games for the Atari® VCS 2600



LONDON BLITZ



DEATH TRAP



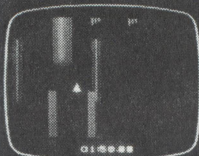
BUY 2 GET ONE FREE!

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

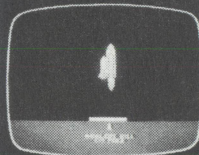
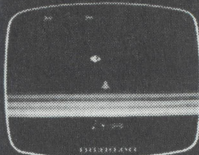
You've been waiting for us to present our new line of video games for the Atari 2600 VCS™ and Sears Video Arcade™. You've been patient while our game designers worked and reworked the games to bring you the best in innovative game design and graphics. Now you'll see we've done our job right, unlike some 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

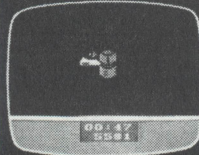
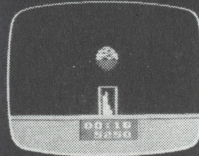
\$30.00 per cartridge



OUT OF CONTROL



SHUTTLE ORBITER



WALL BALL



The AVALON HILL
Video Game Company®

4517 HARFORD ROAD
BALTIMORE, MARYLAND 21214
(301) 254-5300

WALL BALL



microcomputer games®

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 Ogle 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 1985 in BOLD**

STRATEGY

GAME TITLE	GAME NO.	QUAN.	RETAIL EACH	TOTAL RETAIL PRICE	With Cassette For:						With Diskette For:						
					TRS-80 1 & III	COMM. 64	ATARI HOME COMP.	TRS 80 COLOR	VIC 20	TI 99	TIME/ SIN- CLAIR	APPLE II,II+ IIG	ATARI HOME COMP.	IBM PC PCjr	COMM. 64	H-90 Z-100	
	40002		16.00			64K	32K										
	40003		16.00		16K					16K	16K						
B-1 Nuclear Bomber	40052		21.00									48K					
	40053		21.00										48K				
	40054		21.00											48K			
	40055		21.00													64K	
	40057		21.00														64K
Midway Campaign	40102		16.00			64K	32K						48K				
	40152		21.00										48K				
	40153		21.00										40K				
	40154		21.00											48K			
Nukewar	40301		16.00		16K	64K	16K		16K								
Dnieper River Line	41752		30.00										48K				
	41753		30.00										48K				
	41754		30.00											64K			
	☆ 41755		30.00													64K	
Close Assault	42252		35.00										48K				
	42253		35.00										48K				
Computer Diplomacy	43054		50.00												256K		
Legionnaire	43501		25.00				16K										
	43502		25.00			64K											
	43552		30.00										48K				
	43553		30.00											32K			
	43555		30.00													64K	
Under Southern Skies	44352		25.00										48K				
Cigar For Action	44601		25.00		48K		48K										
	44653		30.00										48K				
Paris in Danger	44753		35.00										48K				
Gulf Strike	44953		30.00										48K				
☆ Combat Chess	☆ 45153		25.00										48K				
	45401		25.00		48K	64K	32K										
Panzers East	45455		30.00													64K	
Dreadnoughts	45552		30.00										48K				
T.A.C.	46052		40.00										48K				
	46053		40.00										48K				
	☆ 46054		40.00												128K		
	46055		40.00													64K	
PanzerJagd	46601		25.00			64K	32K†										
	46653		30.00										48K				
	46655		30.00													64K	
Ram	☆ 47254		30.00												128K		
Incunabula	☆ 47554		30.00												128K		
By Fire & Sword	☆ 47654		25.00												128K		
Computer Circus Maximus	☆ 48654		25.00												128K		

ADVENTURE/FANTASY

GAME TITLE	GAME NO.	QUAN.	RETAIL EACH	TOTAL RETAIL PRICE	With Cassette For:				With Diskette For:					
					COMM. 64	ATARI HOME COMP.			TRS-80 I & III	APPLE II, II+ IIe	ATARI HOME COMP.	IBM PC PCjr	COMM. 64	H-90 Z-100
Empire of the Overmind	41152		35.00							48K				
	41153		35.00								40K			
Telengard	42401		23.00			64K	48K							
	42452		28.00							48K				
	42453		28.00								48K			
	☆ 42454		28.00		AVAILABLE SPRING '85							64K		
	42455		28.00										64K	
	42457		28.00											64K
G. F. S. Sorceress	42851		35.00							48K				
	42852		35.00							48K				
	42853		35.00								48K			
Parthian Kings	45652		25.00							48K				
	☆ 45655		25.00										64K	
Fortress of the Witch King	46152		25.00							48K				
	46155		25.00										64K	
Jupiter Mission 1999	46353		50.00								48K			
	☆ 46355		35.00		AVAILABLE SPRING '85								64K	
	47355		25.00										64K	
Ripper	47355		25.00										64K	
Quest of The Space Beagle	47453		35.00								48K			
Maxwell Manor	☆ 48793		25.00									48K		64K
Beast War	☆ 48952		25.00		AVAILABLE SPRING '85						48K			

SCIENCE FICTION

GAME TITLE	GAME NO.	QUAN.	RETAIL EACH	TOTAL RETAIL PRICE	With Cassette For:				With Diskette For:					
					TRS-80 I & III	COMM. 64	ATARI HOME COMP.	T1 99	TRS-80 I & III	APPLE II, II+ IIe	ATARI HOME COMP.	IBM PC PCjr	COMM. 64	
Galaxy	41902		20.00		16K	64K	16K	16K						
	41991		25.00							32K	48K			
	41992		25.00							48K	24K			
	41954		25.00										48K	
Andromeda Conquest	42002		18.00		16K	64K	32K							
	42052		23.00							48K				
	42053		23.00								40K			
	42054		23.00									48K		
Free Trader	44492		25.00						48K	48K				

LEISURE TIME/GENERAL SIMULATIONS

GAME TITLE	GAME NO.	QUAN.	RETAIL EACH	TOTAL RETAIL PRICE	With Cassette For:				With Diskette For:					
					COMM. 64	ATARI HOME COMP.			APPLE II, II+ IIe	ATARI HOME COMP.	IBM PC PCjr	COMM. 64		
T.G.I.F.	45701		20.00			64K	40K							
	45753		25.00								40K			
	45755		25.00										64K	
Computer Class Struggle	☆ 47952		30.00		(Includes the boardgame!)						48K			
Computer Trivia	☆ 48554		44.00		(Includes the boardgame!)								128K	

Sports Illustrated®

Trademark of Time, Inc.

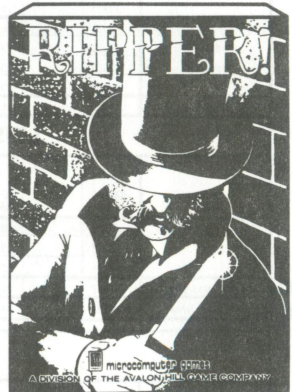
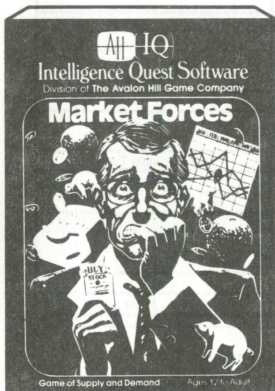
GAME TITLE	GAME NO.	QUAN.	RETAIL EACH	TOTAL RETAIL PRICE	With Cassette For:				With Diskette For:					
					COMM. 64	ATARI HOME COMP.			APPLE II, II+ IIe	ATARI HOME COMP.	IBM PC PCjr	COMM. 64	H-90 Z-100	
Computer Stats Pro Baseball	40852		35.00							48K				
	☆ 40855		35.00										64K	
Computer Football Strategy	41501		16.00			64K	32K							
	41553		21.00								32K			
	41554		21.00									64K		
	41555		21.00										64K	
Breakthru	41557		21.00										64K	
	43902		20.00			64K								
Computer Title Bout	43955		25.00										64K	
	44253		30.00								48K			
Tournament Golf	46552		30.00							48K				
	☆ 46555		30.00										64K	
Pro Manager	☆ 47754		35.00									128K		
Super Bowl Sunday	☆ 48855		30.00		AVAILABLE SUMMER '85								64K	

ARCADE

GAME TITLE	GAME NO.	QUAN.	RETAIL EACH	TOTAL RETAIL PRICE	With Cassette For:				With Diskette For:			
					COMM. 64	ATARI HOME COMP.	TRS 80 COLOR	VIC 20	APPLE II, II+ IIIe	ATARI HOME COMP.	IBM PC PCjr	COMM. 64
Shootout at the OK Galaxy	41003		20.00		64K	16K	16K	8K				
Moon Patrol	44002		25.00		64K	16K						
S.C.I.M.M.A.R.S.	44552		25.00						48K			
Flying Ace	45302		26.00		64K	16K						
	45353		31.00							32K		
Space Cowboy	46453		21.00							48K		
London Blitz	47001		20.00		64K							
	47055		25.00									64K

AIH IQ Intelligence Quest Software®

GAME TITLE	GAME NO.	QUAN.	RETAIL EACH	TOTAL RETAIL PRICE	With Cassette For:				With Diskette For:			
					COMM. 64	ATARI HOME COMP.	VIC 20	APPLE II, II+ IIIe	ATARI HOME COMP.	IBM PC PCjr	COMM. 64	H-90 Z-100
Computer Stocks and Bonds	40902		20.00		64K	48K	5K					
	40952		25.00					48K				
	40953		25.00						40K			
	40954		25.00							48K		
	40955		25.00								64K	
	40957		25.00								64K	
Market Forces	43201		16.00		64K	32K						
	43293		21.00						32K		64K	
Computer Facts in Five	43452		26.00					48K				
	43453		26.00						48K			
	43454		26.00							64K		
Divex	46801		18.00		64K	32K						
	46893		21.00						32K		64K	



MICROCOMPUTER REPLACEMENT PARTS

(Please Specify Game)

Rules	8.00
Log Pads	2.50
Counters	Ea. Sheet 4.00
Mapboards	8.00
Controller Pads	3 for 2.50
Rhyme of the Overmind	8.00
GFS Sorceress Booklets:	
Naval Officer Manual	5.00
Restless Universe	5.00
Extra Seasons for Apple and Commodore 64	

Computers Statis Pro Baseball (51,56,59,61 Famous Players)	20.00 per season
Extra Course disks for Apple and Commodore 64 versions of Tournament Golf (Pebble Beach and The Masters)	ea. 20.00

Cassette to Diskette Updates!

Return your cassette with **\$10.00** to upgrade from cassette to diskette.

(Please Specify Computer Type)

THE GREAT BUY TWO GET ONE FREE OFFER (while supplies last)

Requirements: Buy any two new AH MICROCOMPUTER GAMES, send back the blue "REG" cards from the new games with \$2.00 (for postage and handling) and we'll send you the game of your choice from the list below! *Please add an alternate choice should your first preference be unavailable.*

LEISURE TIME/GENERAL SIMULATIONS GAMES ELIGIBLE

ACQUIRE
ACQUIRE
STOCKS & BONDS
STOCKS & BONDS
DRAW POKER
DRAW POKER
CONTROLLER
FOREIGN EXCHANGE
FACTS IN FIVE

cassette for TRS-80 (I & III), PET, and Atari 800 only
diskette for Apple II
cassette for TRS-80 (I & III), PET, Atari
diskette for TRS-80 (I & III)
cassette for TRS-80 (I & III), PET, and Atari
diskette for IBM PC
cassette for Atari, diskette for Atari
cassette for TRS-80 Models I & III
diskette for Apple, Atari and IBM PC

STRATEGY GAMES ELIGIBLE

B-1 NUCLEAR BOMBER
MIDWAY CAMPAIGN
MIDWAY CAMPAIGN
NORTH ATLANTIC CONVOY RAIDER
NUKEWAR
TANKTICS
TANKTICS
DNEIPER RIVER LINE
DNEIPER RIVER LINE
CLOSE ASSAULT
CLOSE ASSAULT
VC
VC
FREDERICKSBURG
LEGIONNAIRE
PARIS IN DANGER

diskette only for TRS-80 (I & III), Apple II, or Atari
cassette for TRS-80 (I & III), PET or Atari
diskette for TRS-80 (I & III), Apple or Atari
diskette for TRS-80 (I & III), Apple or Atari
diskette for TRS-80 (I & III), or Apple
cassette for TRS-80 (I & III), PET or Atari
diskette for TRS-80 (I & III), Apple or Atari
cassette for TRS-80 (I & III), PET or Atari
diskette for TRS-80 (I & III), Apple or Atari
cassette for TRS-80 (I & III) or Atari 800 only
diskette for TRS-80 Models I & III
cassette for TRS-80 Models I & III and Color Computer, Atari
diskette for TRS-80 (I & III), Apple II, Atari, or IBM PC
diskette for TRS-80 Models I & III
cassette for Atari home computers
diskette for Atari home computers

SPORTS ILLUSTRATED GAMES ELIGIBLE

MAJOR LEAGUE BASEBALL
BASEBALL STRATEGY
FOOTBALL STRATEGY
ROAD RACER/BOWLER
KNOCKOUT
BREAKTHRU

cassette for TRS-80 (I & III)
cassette for TRS-80 (I & III), PET, Atari
diskette for TRS-80 (I & III)
cassette for PET or Atari 400/800 only
cassette for Atari home computers
cassette for TRS-80 Color or Commodore 64 Computer games

ARCADE GAMES ELIGIBLE

SHOOTOUT AT THE OK GALAXY
SHOOTOUT AT THE OK GALAXY
GUNS OF FORT DEFIANCE
GUNS OF FORT DEFIANCE
BOMBER ATTACK
TANK ARKADE
MOON PATROL
VORRAK
GYPSY
FLYING ACE

cassette for Comm.64, TRS-80 (I, III & Col.Com.), PET, VIC-20 or Atari
diskette for Atari
cassette for TRS-80 (I & III), PET or Atari
diskette for TRS-80 (I & III), or Atari
cassette for Commodore 64, VIC-20 or Atari
cassette for TRS-80 (I & III), Atari or VIC-20
cassette for Atari home computers
diskette for Atari home computers or Commodore 64
cassette or diskette for Atari
cassette or diskette for Atari or Commodore 64

SCIENCE FICTION GAMES ELIGIBLE

PLANET MINERS
CONFLICT 2500
CONFLICT 2500
VOYAGER
VOYAGER
ANDROMEDA CONQUEST
THE ALIEN
SPACE STATION ZULU
SPACE STATION ZULU

diskette for TRS-80 (I & III), Apple or Atari
cassette for TRS-80 (I & III), PET or Atari
diskette for TRS-80 (I & III), Apple or Atari
cassette for TRS-80 (I, III, and Color Computer), PET, and Atari
diskette for Apple, Atari or IBM PC
diskette for TRS-80 (I & III), Apple, Atari or IBM PC
diskette for Apple II
cassette for Atari
diskette for Apple II or Atari

ADVENTURE FANTASY GAMES ELIGIBLE

LORDS OF KARMA
LORDS OF KARMA
EMPIRE OF THE OVERMIND
EMPIRE OF THE OVERMIND
TELENGARD
G.F.S. SORCERESS
G.F.S. SORCERESS

cassette for TRS-80 (I & III), PET or Atari 800 only
diskette for TRS-80, Apple II, Atari
cassette for TRS-80 (I & III) or Atari 800 only
diskette for TRS-80 (I & III) or Apple II
diskette for TRS-80 (I & III) and Apple II
cassette for TRS-80 (I & III), or Atari 800 only
diskette for TRS-80 (II & III), Apple II and Atari

Apple, Atari, Commodore and VIC-20, IBM and TRS-80 are registered trademark names for Apple Computers, Atari, Incorporated, Commodore Business Machines, International Business Machines and Tandy Corporation.

Leisure Time/Family Games



YELLOWSTONE \$18.00
A wildlife survival game realistically re-created by the Yellowstone Park Library and Museum Staff.

PARTS
Rules Outline Sheet: 1.00
Rules Folder: 4.00
Guide Booklet: 3.00
Mapboard (22" x 24"): 8.00
Die-Cut Animal Counters: 3.00
Score Pad: 3.00



ACQUIRE 20.00
Gameboard 10.00
Set of Tiles 5.00
Pack of Money 3.00
Stock Cert., Set of 7 packs 4.00
Info. Cards Set 1.00
Rules 1.00

BALI 6.00
Rules 1.00
Dealer Card Shoe 3.00
Blue Card Deck 3.00
Brown Card Deck 3.00

BLACKJACK, CONTRACT BRIDGE, GIN RUMMY
Card Game Decks EA. 5.00
Complete Set 15.00

BLACK SPY 6.00
Complete Set of Cards 3.00
Rules 2.00
Score Pad 2.50

BOOK OF LISTS 11.00
Gameboard 6.00
Rules 1.00
Counters 3.00
List Cards Deck 4.00

BUSINESS STRATEGY 14.00
Gameboard 8.00
Rules 3.00
Score Pad 2.50
Set of Climate Cards 1.50
Package of Money 3.00
Set of 16 Pawns 1.50

CHESS 24.00
Gameboard 10.00
Rules 1.00
Complete Set of Chessmen (specify both colors and type) 18.00
each piece 2.00
No Box Available

CLASS STRUGGLE 16.00
Mapboard 8.00
Rules 3.00
Alliance/Chance Cards (pink/green) 2.00
Genetic Dice (2) 1.00
Special Die (1) 1.00

Player Class/Asset Debit Markers 3.00

DILEMMAS 6.00
Rules 2.00
Paperback Book 3.95
Score Pad 2.50

EXECUTIVE DECISION 11.00
Price Level Gameboard 6.00
Rules 2.00
Tally Pad 3.00
Pack of Money 2.50
Raw Material Certificates (3 Packs) 2.00
Special Crayon 1.00

FACTS IN FIVE 15.00
Rules 2.00
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 20.00
Divider Screen 2.00
Divider Screen Holders 4 for 1.00
Mapboard 10.00
Rules 2.00
Set of 4 Board Holders 1.00
Set of Playing Pieces—specify color EA. 3.00
Dk. Blue, Med. Blue, Lt. Blue, Dk. Brown, Med. Brown, Lt. Brown

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

GO 20.00
Gameboard 8.00
Rules 2.00
2 Channels 1.00
White Pieces 6.00
Black Pieces 6.00

GOLD 19.00
Gameboard 8.00
Playing Pieces 3.00

Rules 3.00
Investment Certificates 5.00
Risk & Option Cards 3.00
Prices & Yields Chance Cards 2.00
Player Aid Cards 2.00
Money 3.00
Special 1.00

IMAGE 6.00
Card Decks EA. 3.00
Rules 1.00

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

INVENTIONS 6.00
Rules 2.00
Paperback Book 3.95
Scorepad 2.50

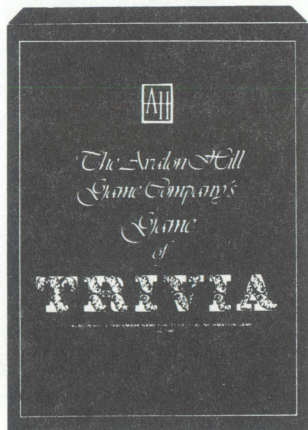
OH-WAH-REE 11.00
Playing Pieces 5.00
Marbles 3.00
Rules 1.00
Plastic Trays 5.00

OUTDOOR SURVIVAL 17.00
Gameboard 8.00
Counters 3.00
Rules 3.00
Primer 2.00
Set of 5 Scenario Cards 2.00
Set of 4 Life Level Index Cards 1.00
Quickie Rules Sheet 1.00
Mapboard Movement Chart Sheet 1.00

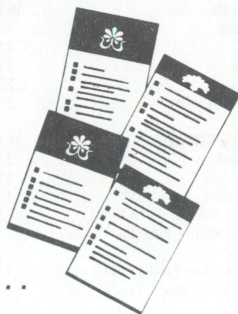
POINT OF LAW 13.00
Score Board 5.00
Casebook/Rules 8.00
Decision-Answer Pad 2.50
Special Crayon 1.00

RAIL BARON 15.00
Gameboard 8.00
Rules 3.00
Payoff Chart 1.00
Title/Train Cards Set 2.50
Set of 6 Pawns/12 Chips 1.50
Pack of Money 3.00

SHAKESPEARE	15.00	STOCKS & BONDS	15.00	Specify Which Game	
Gameboard	8.00	Stock Board	8.00	Complete Set of Cubes	12.00
Rules	2.00	Rules	2.00	Rules	2.00
Set of 112 Quotation Cards	3.00	Transaction Pad	3.00	Timer: 1,2,3 Minute	EA. 2.00
Set of Pawns	2.00	Market Price Card	1.00	TWIXT	20.00
Synopsis Guide	3.00	Pack of Stock Certificates	4.00	Gameboard	10.00
SLEUTH	7.00	Set of Situation Cards	1.50	Rules	2.00
Rules	2.00	Special Crayon	1.00	Links: Black & Red Sets	EA. 3.00
Information Sheet Pad	2.50	STOCK MARKET	15.00	Pegs: Black & Red Sets	EA. 3.00
Gem Deck Cards	3.00	Gameboard	8.00	VENTURE	7.00
Search Deck Cards	3.00	Rules	3.00	Rules	2.00
Plastic Tray	2.00	Trend Cards Set	1.00	Corp. Cards Deck	3.00
SMOKERS WILD	11.00	Stock Certificates Set	2.00	The Sources Cards Deck	3.00
Gameboard	6.00	Pack of Money	1.50	WORD POWER	15.00
Rules	2.00	Bag of 30 Discs & 5 Pawns	3.00	Gameboard	8.00
Pack of Money	3.00	One Minute Timer	2.00	Rules	2.00
Brand/Occupation		Game I—Details of Playsheet	1.00	Vocabulary Builder Guide	2.00
"Have a Puff" Cards Set (44)	3.50	TRIPPLES		Key Word Cards Set	5.00
Playing Pieces Set (12)	2.50	(Deluxe Wooden Version)	11.00	Set of Pawns	1.00
		TUF & TUFABET	EA. 17.00	Pack of Money	3.00



The Avalon Hill Game Company's *Game of* **TRIVIA**



- **6,600 Questions and Answers!**
- **Individual High-Quality Glossy Cards . . . Collated and Ready for Play!**
- **Sturdy Full-Color Mounted Playing Board Displays Six Different Schools of Study at TRIVIA TECH!**

Subjects include Movies, Technology, Sports, History, Television, Music and Arts, Outerspace . . . and much, much more. **\$38.00**

ALSO AVAILABLE

COMPUTER TRIVIA—Includes the Basic Game as described above, plus the computer version. 2 Diskettes compatible with IBM PC, PCjr, and all MSDOS compatibles. **\$44.00**

Sports Games Featuring Sports Illustrated and Statis Pro

BASEBALL STRATEGY	15.00	Score Pad	2.50	Computation Sheets Pad	3.00
Gameboard	8.00	Priority Chart	2.00	Blank Player Cards Set	4.00
Rules	3.00	Power Rating Chart	2.00	1955 World Series Player Cards	2.00
Red/Blue Roster Cards	2.00	1958 NY Giants vs. Balto.Colts	2.75	1961 Player Card Set	15.00
7 Red Pitch Cards	1.00				
Score Pad	2.50				
Set of 6 Pawns	1.00	PENNANT RACE	14.00	STATIS-PRO BASKETBALL	16.00
Xtra Roster Cards (Blanks)	4.00	Rules	2.00	Gameboard	6.00
		Team Booklet 82,83,84	EA. 8.50	Rules	2.00
		Club Record Pad	2.50	Player Cards 77-78,78-79,79-80,	
		Team Standing Pad	2.50	80-81,81-82,82-83,83-84	
				(specify season)	EA. 12.00
BASKETBALL STRATEGY	15.00			New player cards available each Summer	
Gameboard	8.00	PRO GOLF	11.00	Fast Action Cards Deck	5.00
Rules	3.00	Pebble Beach Course Book	6.00	Score Pad	3.00
Player Counters	3.00	Rules	2.00	Blank Player Cards Set	4.00
Set of 2 Pawns, Dice &		Set of Golfer Cards (82,83)	EA. 2.50	Lakers vs. Knicks 1970	
2 Score Chips	1.00	Score Pad	3.00	NBA Championship Cards	2.00
Score Pad	2.50				
Set of 9 Defense Cards	1.00	PRO TENNIS	16.00	STATIS-PRO FOOTBALL	24.00
		Mapboard	4.00	Gameboard	3.00
BOWL BOUND	15.00	Counters	1.00	Rules (3rd Edition)	3.00
Gameboard	3.00	Rules	3.00	Fast Action Cards Deck	5.00
Rules	2.00	Playing Cards	10.00	Lineup Boards:	
Team Charts Set	12.00			Offensive	EA. 1.00
Team Charts Set II	12.00	REGATTA	16.00	Defensive	EA. 1.00
10 Yd. Marker/Football Set	1.00	Gameboard	8.00	Score Pads	2.50
Number Dice Set	1.00	Rules	2.00	Football/10-yd Marker	1.00
Score Pad	2.50	Wind Indicator	1.00	Player Cards Set (81,82,83)	
		Spinnaker Cards Set	2.00	(specify)	EA. 14.00
		Set of Metal Boats/Buoys	6.00	1957	15.00
				New player cards available each Fall	
CHALLENGE FOOTBALL	14.00	SLAPSHOT	9.00	SUPERSTAR BASEBALL	15.00
Gameboard	8.00	Mapboard	4.00	Gameboard	6.00
Rules	2.00	Rules	3.00	Rules	1.00
Set of 3 Vinyl Pockets	3.00	Player Cards Deck	3.00	Player Cards Set	8.00
Set of 6 Play/Cover Cards	3.00	Season Log Pad	2.50	Score Pad	3.00
Yard Marker & Ruler	1.50	8 Pawns	1.00	Number Dice Set	1.00
Set of 3 Shift Cards	1.00			Pawns Set	1.00
Special Crayon	1.00	SPEED CIRCUIT	14.00	Player Cards Set II	7.00
Calculator	3.00	Mapboard	8.00		
No Box Available		Rules	4.00	TITLE BOUT	17.00
		Plastic Cars Set (6)	4.00	Gameboard	6.00
DECATHLON	16.00	Performance Pad	2.50	Boxer Cards: (79,80,81,82,83)	
Gameboard	4.00	Extra tracks:		(specify)	EA. 12.00
Rules	4.00	Grand Prix of:		Rules	2.00
Counters	3.00	Britain, Belgium, South Africa		Score Pad	3.50
Score Pad	2.50	France & Detroit	EA. 3.00		
Play/Action Folder	2.50	or 2/5.00		USAC AUTO RACING	14.00
		GRAND PRIX		Gameboard	8.00
FOOTBALL STRATEGY	15.00	Accessory Pack I (10 tracks)	14.00	Rules	1.00
Gameboard	3.00	Accessory Pack II (8 tracks)	12.00	Driver Cards: (78,80,82,84)	
Rules	2.00	(entirely new tracks for Speed Circuit)		(specify)	EA. 6.00
Defense Cards Set	1.50	STATIS-PRO BASEBALL	20.00	Racing Pad	2.50
Ball Control/Aerial Game Chart	2.00	Gameboard	6.00	Set of 33 Plastic Cars	2.00
Pro Style Offense Play Chart	2.00	Rules (2nd Edition)	2.00		
Score Pad	2.50	Player Cards (81,83,84)	EA. 12.00	WIN, PLACE & SHOW	14.00
10 Yard Marker/Football Set	1.00	New player cards available each Spring		Gameboard	8.00
Widow's Handbook	2.00	Fast Action Deck	5.00	Rules	2.00
		Score Pad	3.00	Race Forms	EA. 1.00
PAYDIRT	18.00	Baserunners Set	2.00	Betting Pad Set	3 for 2.50
Gameboard	3.00	Out Charts Cards Set	2.00	Plastic Racehorse Set (6)	3.00
Rules	2.00	Statistical Guide (79,80)	EA. 1.00	Pack of Money	3.00
Team Charts Set—specify 1983	12.00	Player Card Envelopes	2.50	Great Thoroughbreds	
Past Season Teams Available:		Player Stat Sheets Pad	3.00	1860's-1910's	1.25
72,76,77,79,80,81,82	EA. 12.00			1920's-1970's	1.25
New team charts available each Fall					
Football/10-yd. marker	1.00				
Number Dice Set	1.00				

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

Magazines

THE AVALON HILL

GENERAL

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. Includes Victory Games "Insider." 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.

1 Yr. Subscription \$12.00 (post-paid)
2 Yr. Subscription \$18.00 (post-paid)
Domestic 1st Class Add \$9.00 Yr.
Sample or Back Issue \$3.00
(plus 10% Postage & Handling)

The General—(Canada & Mexico)
1 Yr. Subscription \$21.00 (post-paid)
2 Yr. Subscription \$36.00
The General—(Overseas)
1 Yr. Subscription \$24.00 (post-paid)
2 Yr. Subscription \$42.00 (post-paid)

INDEX—THE AVALON HILL GENERAL INDEX and COMPANY HISTORY . . . \$4.50
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.

HEROES

**The Avalon Hill Game Company's
Role-Playing Magazine**

SEE PAGE 5 FOR MORE DETAILS

Discontinued Parts List 1985

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) (Last One)	100.00	6 Wooden Blocks (\$1.50 ea.)	9.00	CLASS STRUGGLE CR/1978* (Flat Bx.)	25.00
		1 Red Die	1.00	Gameboard	10.00
AFRIKA KORPS CR/1965				Playing Pieces (wood)	3.00
Rules CR/1964	2.00	BIG LEAGUE BASEBALL (3M)*	20.00	Rules	5.00
Manual Cr 1965/1975	2.00	Vinyl Play Board	10.00	Alliance/Chance Cards	4.00
German Language Rules	4.00	Pitching Indicator	4.00	Genetic dice (set of 2)	1.50
		Play Charts (2)	3.00	Special die	1.00
AIR FORCE CR/1976*(BL)	25.00	Red Baserunners (2)	1.50	Asset/Debit Cards	4.00
Rules Folder	4.00	Black Baserunner (2)	1.50		
Complete Board (6 Sections)	8.00	Scoring Tabulator	5.00	COLLEGE FOOTBALL(SI) (Last One)	100.00
Range Table Card	2.00	Red Team Cards	2.00	(CF2) (Originally called BOWL BOUND)	
		Blue Team Cards	2.00	Plastic Football	3.00
ALPHA OMEGA (BL)	35.00	2 Dice	1.00	Team Charts copyright 1971	10.00
Mapboard	20.00	Pencil	1.00	Chart Legend	1.00
				Plastic Green Playing Field	5.00
ANZIO (CR '69)	50.00	BLACK MAGIC KIT		Rules	4.00
		Rules	15.00	Number Dice Set	1.00
ARMOR SUPREMACY (BL)*	25.00	Manual of Interpretation	15.00	1 Wheel Type Scoreboard	2.00
		Ritual Board	30.00		
BACKGAMMON GAME* (3M)	35.00	6 Die Cut Middle Circle Cards	7.50	CONTIGO (3M) (Deluxe Ed.)	50.00
Cork Board	20.00	16 Die Cut Circle Cards Small	7.50	Rules	5.00
Red Pieces Set	7.50	65 Psychic Expression Cards	9.00	Playing Pieces	10.00
Ivory Pieces Set	7.50			Glass Nuggets	18.00
Instructions	2.00	BOWLBOUND (SI)* (Last One)	75.00	No Box Available	
2 Dice Cups	4.00			CONTRACT BRIDGE	4.00
2 White Dice	1.00	BLUE LINE HOCKEY (3M)		CONTRACT GIN RUMMY	4.00
2 Red Dice	1.00	Shot Calculator	4.00	CONTRACT BLACK JACK	4.00
BARRIER (AL) (Last One)	35.00	Penalty Cards	2.50	COURIER Spanish/French Rules	
		Bagged Red Players(6 to a set)	4.00	(Games less lid) (AL)	
BASEBALL STRATEGY New Charts from		Bagged Blue Players(6 to a set)	4.00	(Close out)	5.00
Vol. II #4 ASR	1.00	Instruction Book	3.00	D-Day German Language Rules*	4.00
		Scoring Tabulator	5.00		
BATTLE OF THE BULGE CR/1965*	25.00	Decals	1.00	DAUNTLESS(BL) CR/1976	25.00
Mapboard	10.00	2 Dice	1.00	Rules	5.00
Rules Manual	4.00	Pucks	1.00	Range Table Card	2.00
Counter Sheet	6.00			Counter	6.00
O/A 2 Card Set	4.00	CHALLENGE BRIDGE (3M)		Complete Board	8.00
TRC	1.00	Rules Volume 1	22.50		
Battle Results Table Card	2.00	Deal Indicator Card	4.50	DECATHLON (See TRACKMEET) (SI)	
German Language Rules	4.00	IBM Deal Cards Vol. 1	21.00	DIPLOMACY CR/1961	
		Card Selector	12.00	10 Cubes of Wood—Specify Color	
BEAT INFLATION*	25.00	Box	3.00	and Fleet or Army	1.00
Board	6.00			(Light Blue not available separately)	
Rules Manual	4.00	CHALLENGE GOLF (3M)		DRINKERS WILD (AH Version)	
Money Set	2.00	Rules	6.00	Gameboard	6.00
Loan Card Set	2.50	Play Chart	8.00	Rules	2.00
Real Asset Card Set	2.50	Score Card	7.00	Pack of Money	3.00
Paper Asset Set	2.50	Special Crayon	1.00	Wild/Bottle Cards Set (32)	3.00
Counter	2.50			Playing Pieces Set (4)	1.00
Playing Pieces Set	3.00	CIRCUS MAXIMUM/GLADIATOR			
		(BL) CR/1979		DRINKERS WILD (Gamma II)	15.00
BID AND BLUFF* (3M)	20.00	Mapsheet	6.00	ELRIC (Chaosium)	25.00
Plastic Mat	5.00	Errata Sheet	1.00	EVADE GAMETTE (3M)	
Card Set	5.00	Counter Sheet	2.00	Gold Pieces each:	2.00
Instructions	4.00	Betting Sheet	1.00		
Decals Set	1.00	Charts & Tables Card	1.00		
		Rules	2.00		

Silver Pieces each:	2.00	Casualty Table Card	2.00	Pencil	1.00
Set Magnets	2.00	Casualty Record Pad (we only		MR. WHO (3M)	
Rules	2.00	sell photostatic copies—1 sheet at		Game Mat Board	10.00
Board	5.00	this price)	1.00	Reward Markers	2.00
EVENTS GAME (3M)		Manual	4.00	Instructions	2.50
Locations Indicator	5.00	Rules	4.00	Mr. Who Cards	3.50
World Map	9.00	HANDICAP GOLF (SI)	75.00	Deduction Pads	3.50
Play Book w/rules	5.00	Distance & Direction Finder		Suspect Cards	3.50
Score Pad	6.00	2 Part Plastic	5.00	Gangster Cars	2.50
EXECUTIVE DECISION (3M)	25.00	8 Play/Action Folders with Rules		MONAD (3M) (Last One)	75.00
FACTS IN FIVE (3M)	40.00	copyright 1971	12.00	Monad Cards (10)	10.00
FLAT TOP(BL) CR/1976	35.00	Pencil	1.00	Playing Cards Deck	15.00
Rules Folder	5.00	HECTIX (3M) Red, White & Blue	25.00	Rules	5.00
Game Tables Card	2.00	HECTIX PUZZLE (3M) (Clear)	25.00	NAVAL WAR* (SL)	25.00
Japanese Operations Chart	2.00	Instructions	1.00	Rules of Play	2.00
Allied Operations Chart	2.00	Pieces each, Clear, Red, White, Blue		Red & Blue Card Sets	10.00
Counter #1 Allied	6.00	Draw Diagram of piece needed	1.00	Pad	1.50
Counter #2 Japanese	6.00	HIGH BID GAMETTE(3M) (Last One)	75.00	NEO CHESS (3M)	25.00
Complete Board	8.00	IMAGE (3M)	37.50	Pawns (ea.)	2.00
FOIL GAME (3M)	75.00	Vinyl Board	25.00	Kings (ea.)	2.00
Instructions	1.00	Tray	5.00	Queens (ea.)	2.00
3 Minute Timer	1.00	INSURGENCY (BL)	35.00	Knights (ea.)	2.00
Card Deck A-L	5.00	Rules of Play	5.00	Bishops (ea.)	2.00
Card Deck M-Z	5.00	Insurgency Unit Sheet Counters	15.00	Instructions	2.00
Card Holder Tray w/Scoring Table	3.00	KINGMAKER CR 1975 (Disc. Parts)		1914	
FOIL GAMETTE* (3M)	25.00	Mapboard	8.00	(Allied & German Counters are Photostats provided	
FOREIGN EXCHANGE (Flat Box)	25.00	Rules	4.00	with 1 set blank white 1/2" counters)	
FRANTIX PUZZLE (Last One) (3M)	50.00	Counters	3.00	Allied Counter	3.00
FURY IN THE WEST (BL)	25.00	KRIEGSPIEL		Introductory Card	2.00
GETTYSBURG CR/1964		Defense Card Sets	2.00	German Unit Chart	2.00
Rules	4.00	Manual	4.00	Allied Unit Chart	2.00
Combat Results Table Card	2.00	Combat Results Table Card	1.00	Combat Results Table Card	2.00
O/A Card Blue	2.00	Counter	3.00	Pad (We sell only 1 sheet of this pad	
O/A Card Grey	2.00	Red Board	4.00	at this price)	1.00
Counters	6.00	Black Board	4.00	Battle Manual	4.00
Gettysburg PBM for '61 or '64		Play-by-Mail Kit, One Person	4.00	Rules	4.00
Version—1 Player Kit	5.00	Play-by-Mail Kit, Two Persons	7.00	OBJECTIVE ATLANTA (BL)	
TRC	2.00	Rules	3.00	Map	6.00
GO (3M)	50.00	Unmounted Mapsheets	EA. 4.00	Confederate Stacking Bases Chart	2.00
Original Game Boxes Complete	4.00	KRESKRIN'S KRYSTAL Puzzler(3M)	25.00	Rules	2.00
GO FOR THE GREEN (SI)		MAGIC REALM Q. & A./Table of		Combat Results Table Card	2.00
Holes 1, 2, 3, 17, 18	12.00	Season, Vol. 16, #4	1.00	Miscellaneous Units & Counters	3.00
Holes 4, 5, 6, 14, 15, 16	12.00	MAJOR LEAGUE BASEBALL (SI)		OCTRIX (3M)	
Holes 7, 8, 9, 10, 11, 12, 13	12.00	4 Plastic Baserunners	5.00	Playing Card (Grid) set of 4	10.00
Men's Pro Chart	5.00	MASTER MAZE(3M) (Last One)	35.00	Instructions	3.00
Women's Pro Chart	5.00	MIDWAY German Language Rules	4.00	Playing Cards	7.00
Flight Indicator	7.50	MR. PRESIDENT (3M)		Scoring Card Set	3.00
Rules	3.00	Tally Board	3.00	Black Posts (8)	3.50
Score Pad	3.00	Set of 3 (5 Card Decks)	8.00	OH-WAH-REE (3M)	50.00
Special Pencil	1.00	Rules Photostat	3.00	PAYDIRT (SI)	
GUADALCANAL		Rumor/Bulletin Cards	2.00	Plastic Gridiron	5.00
Board Photostat	10.00	Ballot Box Cover	2.00	Chart Legend	2.00
US O/A Card	2.00	Incumbent Year Chart Reprint	2.00	1972 Charts (CR/1974)	12.00
Jap O/A Card	2.00			Board—Cardboard	5.00

Scoreboard—1 Wheel	2.00	SLEUTH GAMETTE (3M)	EA. 50.00	Instructions	2.00
Special Rules	1.00			Tabulator for Scoring	3.00
Rules	1.00	SMOKERS WILD (Gamma II)	EA. 15.00	Pencil	1.00
Dice	1.00			THINKING MAN'S GOLF (3M)	
1976 Charts w/Instructions—Color	12.00	SPEED CIRCUIT (3M) CR/1973*	25.00	Chart Distance & Direction	2.50
1977 Charts w/Instructions—Color	12.00	Vinyl Cover Game Board	10.00		
1979 Charts in Color	12.00	Instructions	5.00	THIRD REICH CR/1974	
Instructions	2.00	Set of 6 Different Speed		Board	8.00
1980 Charts in Color	12.00	Calculators	Set 10.00	Situation Card Set (5)	2.00
		(or ea. 2.00)			
PRO FOOTBALL GAMES AVAILABLE		Performance Card Set	2.00	TIMERS 1 Min., 1 Min. 3 Min.	EA. 2.00
W/BACK DATED CHARTS: ALL		Green Holders Plastic	3.00		
DIFFERENT (\$I)		3M Metal Car Set	6.00	TOTALLY (AL)	25.00
PAYDIRT PF #4 1972	12.00	Crayon	1.00		
		Performance Chart	5.00	TRACK MEET (DECATHLON) (\$I)	
PF #8 PRO FOOTBALL 1970	12.00			Score Pad	3.00
		SPORTS ILLUS. Game Talk Flyer	1.00	Scoring Table Photostat	3.00
PF #3 PRO FOOTBALL 1970 & 1971				Pawn Set	1.00
(Specify Year)	12.00	SPORTS JINGLES Booklet	2.00	Number Dice Set	1.00
				Rules with Team Charts	12.00
PENNANT RACE (\$I)*		SQUAD LEADER		TRIPPLES (AL)	7.00
1972 Black & White Player Cards	12.00	Scenarios A-D, E-I	EA. 3.00		
Rules CR 1973	2.00	STAC TAC TOE (3M)		TRIPPLES DELUXE (AL)	11.00
Board CR 1973	5.00	Rules	2.00	Individual Playing Pieces	
PERPLEXUS (AL)	25.00	Trays	4.00	Draw picture of item wanted, specify	
Parts Not Available		Balls (Set of 5)	5.00	wood or plastic	EA. 1.00
		Pegs (Set of 2)	1.00	Instructions	1.00
PETER PRINCIPLE (Flat Box)	25.00	STALINGRAD German Language		TRIEME (BL) (Last One)	100.00
		Rules*	4.00	TRUCO BOXING Game Complete	6.00
PLOY (3M)	50.00			TRYCE Gamette (3M)	
		STARLORD (Gamma II)	25.00	Rules	3.00
POINT OF LAW (3M)	35.00			TWIXT (3M)	40.00
		STOCKS & BONDS (3M)	35.00	VENTURE (3M)	50.00
PRO FOOTBALL (3M)		B & C Insert	2.00	Rules	4.00
Tabulator	5.00	SUBMARINE Allied Strategic Plot		Money Cards	6.00
Play Selector	2.00	Map, Vol. 15, #4	4.00	Corporation Cards	6.00
Instructions	2.50	SUPERSTAR BASEBALL (\$I) CR/1974		VIVA ESPANA (BL) (Last One)	100.00
PUSHOVER (AL)	35.00	Rules	1.00	Mapsheet	30.00
		Playing Board	12.00	Republican Game Card	7.50
QUINTO (3M)		Rules Appendix	1.00	Nationalist Game Card	7.50
Red Tiles (5)	2.00	Cards Complete	12.00	Counter Sheet	25.00
Score Card	4.00	Plastic Coated Score Card	6.00	WATERLOO (Original)	100.00
		Pad	3.00		
REGATTA (3M) CR/1968		Dice Set	1.00	WIN, PLACE & SHOW (3M) CR/1970	
Wind Indicator Island	4.00	TACTICS II German Lang. Rules*	4.00	Vinyl Cover Board	25.00
Puff Cards/Spinnaker Cards	2.00			Stable Card Set	1.00
3 Dimensional Island	5.00	THINKING MAN'S FOOTBALL*(3M)	25.00	Foul Claim Card Set	1.00
Instructions	2.50	Vinyl Game Cover Board	10.00	Instructions	2.00
Special Dice	1.00	Ruler	1.00	Decals	2.00
SHENANDOAH (BL)		Selector	5.00	WITCHCRAFT	
Map	6.00	Special Dice Set	2.00	Instructions	3.00
Rules	2.00	Shift Cards Set	2.00		
USA/CSA Counter Sheet	3.00				

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 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.

American Express



MasterCard



VISA



Choice

CLIP OFF AND RETURN COUPONS BELOW

A.R.E.A. RATING SERVICE

Avalon Hill offers a *lifetime* service whereby players are rated in relationship to other wargame players. Return coupon NOW, along with the \$6.00 lifetime service fee for complete details on the Avalon Hill Reliability Experience & Ability Rating.

I don't object to having my name and address printed in The General with the rating lists. I rate myself:

- A—an excellent player
 B—a good player
 C—an average player
 D—a novice in my first year of gaming
 E—a beginner

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 my \$6.00

Name _____
 Address _____
 City _____ State _____ Zip _____

FOR FAST SERVICE,
CALL TOLL FREE



1-800-638-9292

IF YOU ARE CALLING FROM
OUTSIDE OF MARYLAND.

Maryland Residents call (301) 254-5300

The toll free number can be used only for credit card purchases.—\$7.50 minimum

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!

WANT TO BE ON OUR MAILING LIST?

Check all that apply and return with your name and address.

- SPORT WARGAME FAMILY
 MICROCOMPUTER ROLE-PLAYING
 JAMES BOND 007 VICTORY GAMES

MAILING LIST

NAME _____
 STREET _____ APT. _____
 CITY _____
 STATE _____ 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.