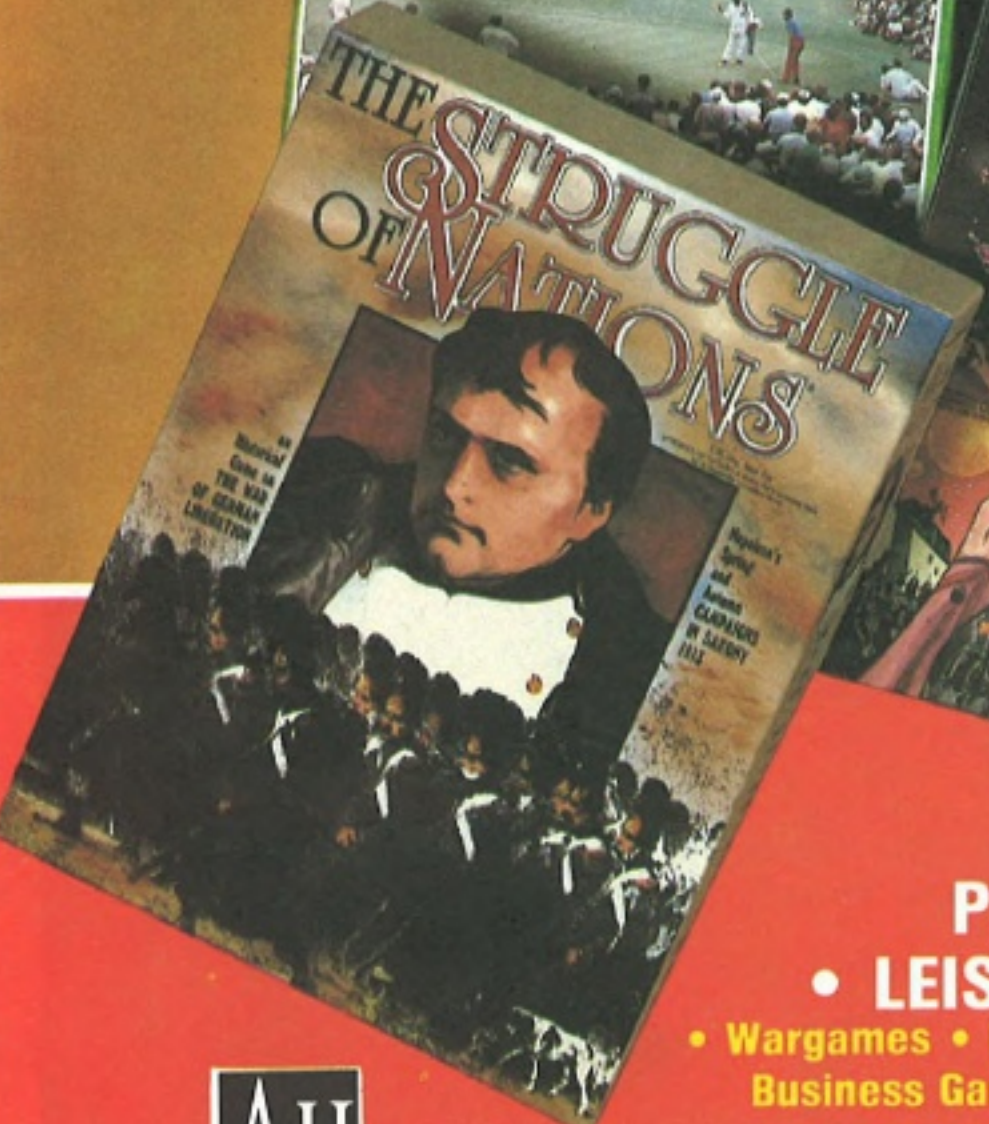
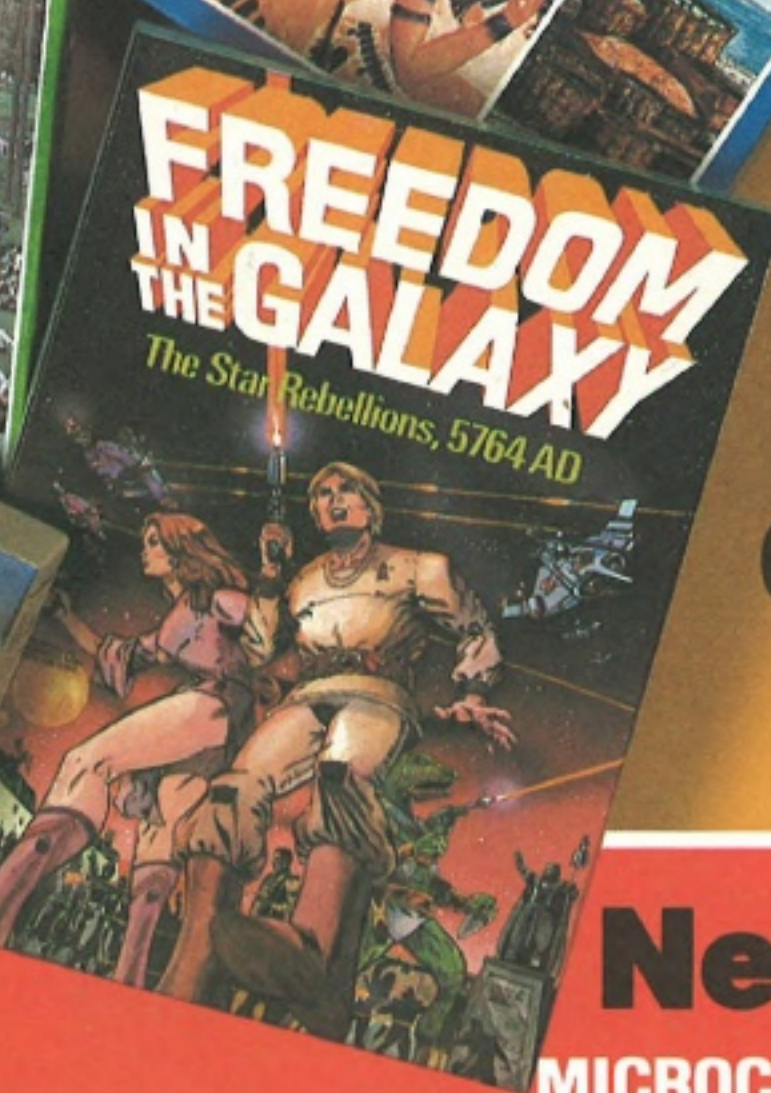
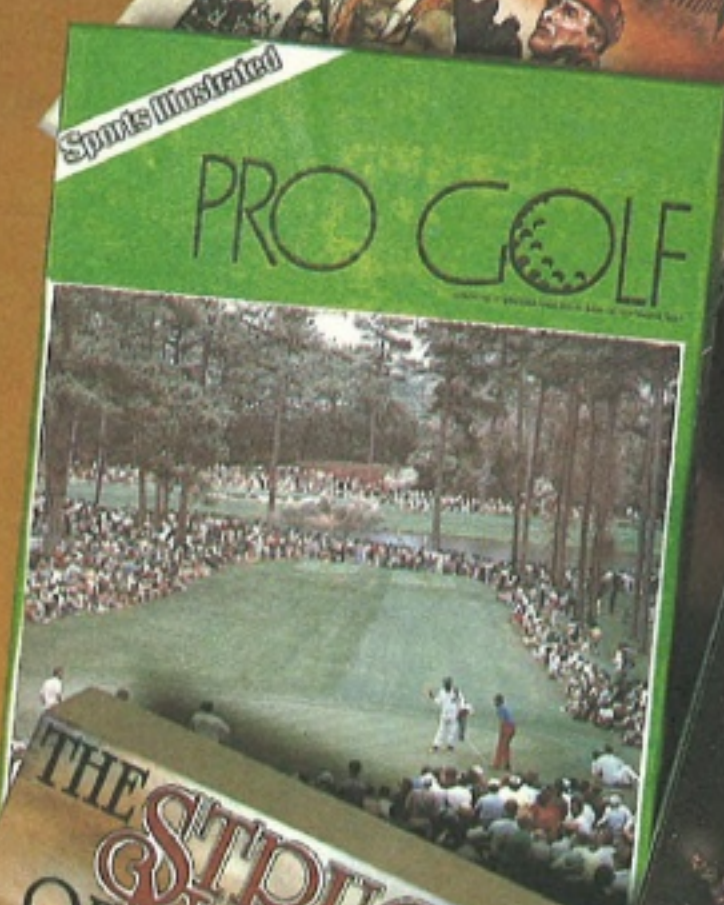
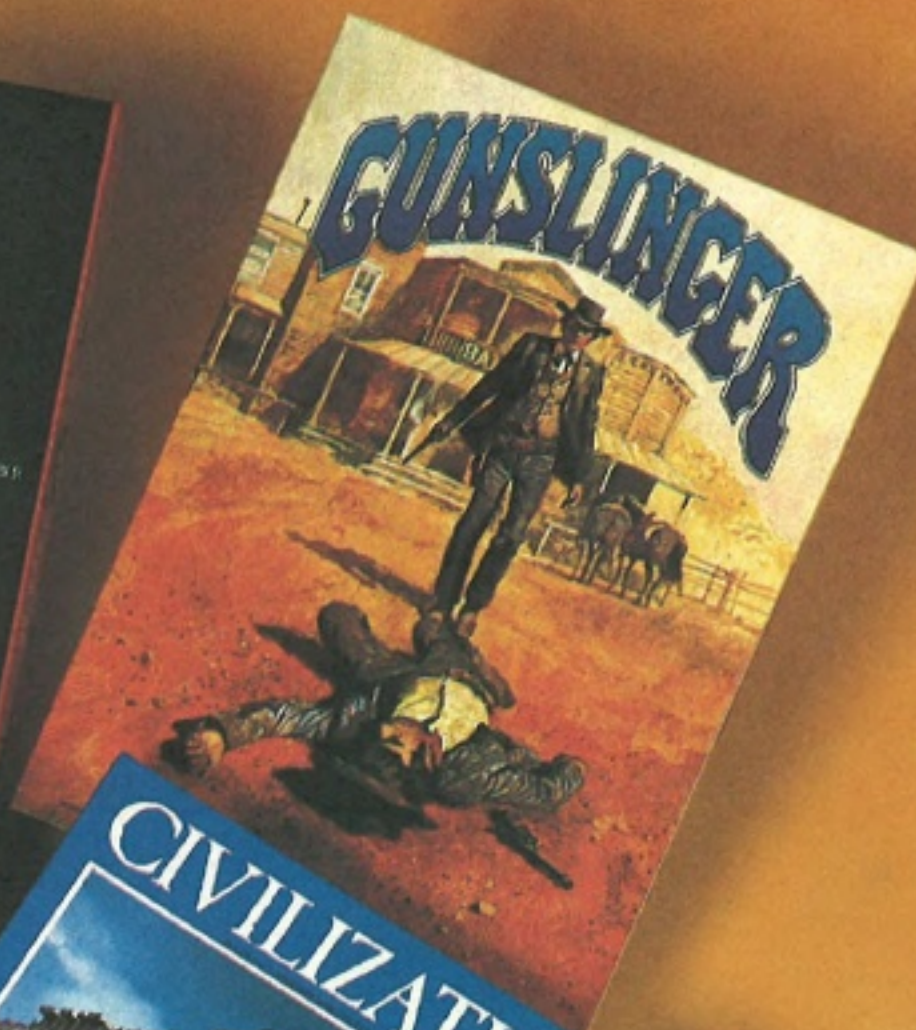


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Adult Game
Designer
keeps 'em
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for
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Fury in the West



Shiloh, as Grant was later to say, was the severest battle fought in the Western theater. It was certainly the worst fought on the North American continent up to that time, with 13,000 Union casualties and 10,700 Confederate. Grant would see areas on the battlefield "so covered with dead that it would have been possible to walk across the clearing, in any direction, stepping on dead bodies, without a foot touching the ground." Three armies, and America itself, had "seen the elephant." As Grant said twenty years later, "Up to the battle of Shiloh, I, as well as thousands of other citizens, believed that the rebellion against the Government would collapse suddenly and soon . . . then, indeed, I gave up all idea of saving the Union except by complete conquest."

Fury in the West recreates the Battle of Shiloh. The game begins with the Confederates surprising the Union forces in their camps near the Shiloh Church. Amid much confusion, the Confederates fight their way towards Pittsburgh Landing on the Tennessee River while the Union forces try to organize some resistance. As night falls, Union reinforcements arrive just in time to finally halt the advance. The second day begins with the regrouped Union forces attacking and retaking the ground lost on the first day. The result is an ideal situation for a game as both players must attack and defend. **For two players.**

Fury in the West is unlike any other game on the Civil War. The major concept in the game is straggling. Each time a unit moves, it will lose some stragglers. Each time it remains in place, it will regain some stragglers. A large part of the players' strategies will deal with when to move and fight, and when to rest. This is not a game where a player can push his units past their breaking points.

Generals have key roles as their presence significantly increases units' abilities to move and fight. Cavalry units can be helpful in reducing straggling. Artillery units add extra firepower. Also included are the two Union Gunboats, Lexington and Tyler, which took part in the battle.

The game covers the two day battle with three scenarios; one for each of the two days and one covering both days. Optional rules cover night movement, night combat, reorganization, bayonet charges, prisoners, alternate Confederate setups, and hidden movement.

Fury in the West is a highly playable game. Much detail has been added to ensure historical accuracy and flavor, but none of this detracts from the game's simplicity. Both sides have an extremely limited number of units to control, and victory will be determined solely by the quality of the players' moves.

- 32" x 22" Mapboard
- 234 Counters
- 1 Confederate Strength Record Chart
- 1 Union Strength Record Chart
- 1 Playing Aid Card
- 1 Die
- 1 Rulebook

Playing Time: Three Hours

Complexity Rating (from 1 to 10, 10 the highest): **4**

The Struggle of Nations



From the moment that the Emperor mounted his horse and was on the point of leaving Leipzig altogether, the most evident gloom was noticeable on his face. Wholly absorbed, with a blank look that might mean mere vacancy, he rode first towards the inner Rannstaedt gate, diagonally across the market-place, and when it was seen that everything was blocked up there on account of the enormous crowding of soldiers and carriages, he took his way round inside the town, past the two gates blocked up long ago, and past the church of St. Thomas, towards the Petersthor. Here the Emperor inquired for a moment where he was, and then rode back again towards his quarters on the Rossplatz, or rather along the avenue as far as the neighbourhood of the municipal school. He turned back once more, passed by the Petersthor, and rode round the town to the Rannstaedt-Steinweg. He was scarcely able to pass through the indescribable crush of all arms of his troops. Napoleon followed quite calmly the main stream of his flying troops, along the high road, as far as beyond Lindenau. Here he halted, and appointed different officers, who were to indicate to the fugitives arriving in disorder, the points where their corps were to collect. Here, not far from the bridge over the Elster, General Chateau met at this time a man in a peculiar dress and with only a small retinue; he was whistling the air of 'Malbrook s'en va-t-en guerre,' although he was deeply lost in thought; Chateau thought it was a burgher and was on the point of approaching him to ask a question. . . . It was the Emperor, who, with his usual phlegm, seemed to be perfectly callous to the scenes of destruction which surrounded him.

—Yorck von Wartenburg, 'Napoleon as a General'

Game Scale:

- the opposing armies, each numbering over 400,000, are portrayed by division and brigade in 1000-man increments.
- constant 2-mile hexes, 2-day game turns.
- three different scenarios plus 60-turn campaign game.

Game Includes:

- two Counter sheets in four colors
- multi-color Mapboard in three 22" wide sections
- two Organization Displays, 17" x 24" and 19" x 28"
- Rules folder.
- Scenario folder.
- Turn Record/Reinforcement Track and separate chart folders.

Warning:

Previous experience with wargames is necessary. Those new to wargames should not attempt "Struggle of Nations," as a familiarity with basic concepts is assumed.

Game Description:

- the rules emphasize command and administrative considerations, and their dragging effect on maneuver. Battles are mere punctuation marks at the conclusion of often long marches.
- the map's hexes are smaller than on any other game map. This allows us to portray a very large area on a map 25% its normal size, easily accommodated by ordinary table space.
- counters representing forces made up on organization displays occupy two hexes on map; their two-hex size reduces the possibility of mistaking their actual location; because only one leader in a stack remains on the map, unit density on the map averages less than 20 units per side.

AVALON HILL COMPLEXITY RATING:
10 (on a scale of 1 [easy] to 10 [hard]).

Storm Over Arnhem



On the morning of September 17th, 1944, from airfields all over southern England, the greatest armada of troop carrying aircraft ever assembled for a military operation took to the air . . . over 7500 aircraft which would drop an entire Allied airborne army behind German lines to seize and hold a series of supposedly weakly-defended bridges until relieved by an armored thrust through the front lines. Unbeknownst to the Allied High Command, however, two SS Panzer Divisions were stationed near Arnhem—the last bridge in the chain, and the British 1st Airborne Division was about to drop into a living hell.

So began Operation Market Garden, a daring and grandiose gamble to end the war with one swift thrust into Hitler's crumbling Reich. The battle which ensued would be the most dramatic and bitterly contested action of the Western Front and would ultimately end in a major defeat with Allied casualties nearly doubling those of D-Day. **STORM OVER ARNHEM** is the re-creation of that battle at its fiercest point—the struggle for Arnhem Bridge itself.

Ultimately less than 700 British paratroopers, primarily members of the 2nd Parachute Battalion under Col. John Frost, would reach the bridge. Unable to capture it entirely, they would cling to their perimeter defenses at the northern end for the better part of five days. The Germans, in need of the bridge themselves to reinforce the battle to the south, pressed the attack with a resolve born of desperation. Here "street fighting" took on a new meaning. The battle raged not from block to block, but from house to house and room to room. Gains were measured in feet, not miles. Outnumbered, short of food, water, ammunition, and medical supplies, the paratroops nonetheless fought on and extracted a fearful toll in German lives for their steadily dwindling

perimeter. Armor and artillery were called in to flatten the city, but failed to lessen the resolve of those manning the redoubt. Finally, on September 21st, three days after they were supposed to have been relieved by the tanks of XXX Corps one last wireless message originated from the smoking ruins of Arnhem . . . "Out of ammunition . . . God Save the King". What remained of the gallant defenders of Arnhem bridge had broken into twos and threes and attempted to slip away in the night.

STORM OVER ARNHEM re-creates four days in the struggle for Arnhem bridge with an innovative game system that preserves the "feel" of simultaneous movement games without the bother of written moves, while maintaining the action-reaction capabilities of more traditional sequential movement games. Player inter-action is constant—thus yielding a high excitement level throughout. The mapboard faithfully re-creates that section of Arnhem over which the fiercest fighting for the bridge took place at a scale of 1 inch equals 100 feet. Each unit represents 12 men or several of the armored fighting vehicles which vied for control of the bridge. Unburdened by a maze of complex rules, it is an intrinsically simple game to learn, but an extremely difficult one to master. The game can be set up and underway in a matter of minutes and will command the full attention of the two participants during the three hour playing time. Included in the game is a 22' x 32" mounted mapboard, 224 large, back-printed playing pieces, a 16 page, full color rulebook containing indepth historical commentary, and four dice.

STORM OVER ARNHEM is rated 3 on a 1 (easy) to 10 (Difficult) complexity scale for ages 12 and up.

"In attack most daring, in defense most cunning, in endurance most steadfast, they performed a feat of arms which will be remembered and recounted as long

as the virtues of courage and resolution have power to move the hearts of men."

. . . Winston Churchill, September 28th, 1944

Panzer Armee Afrika

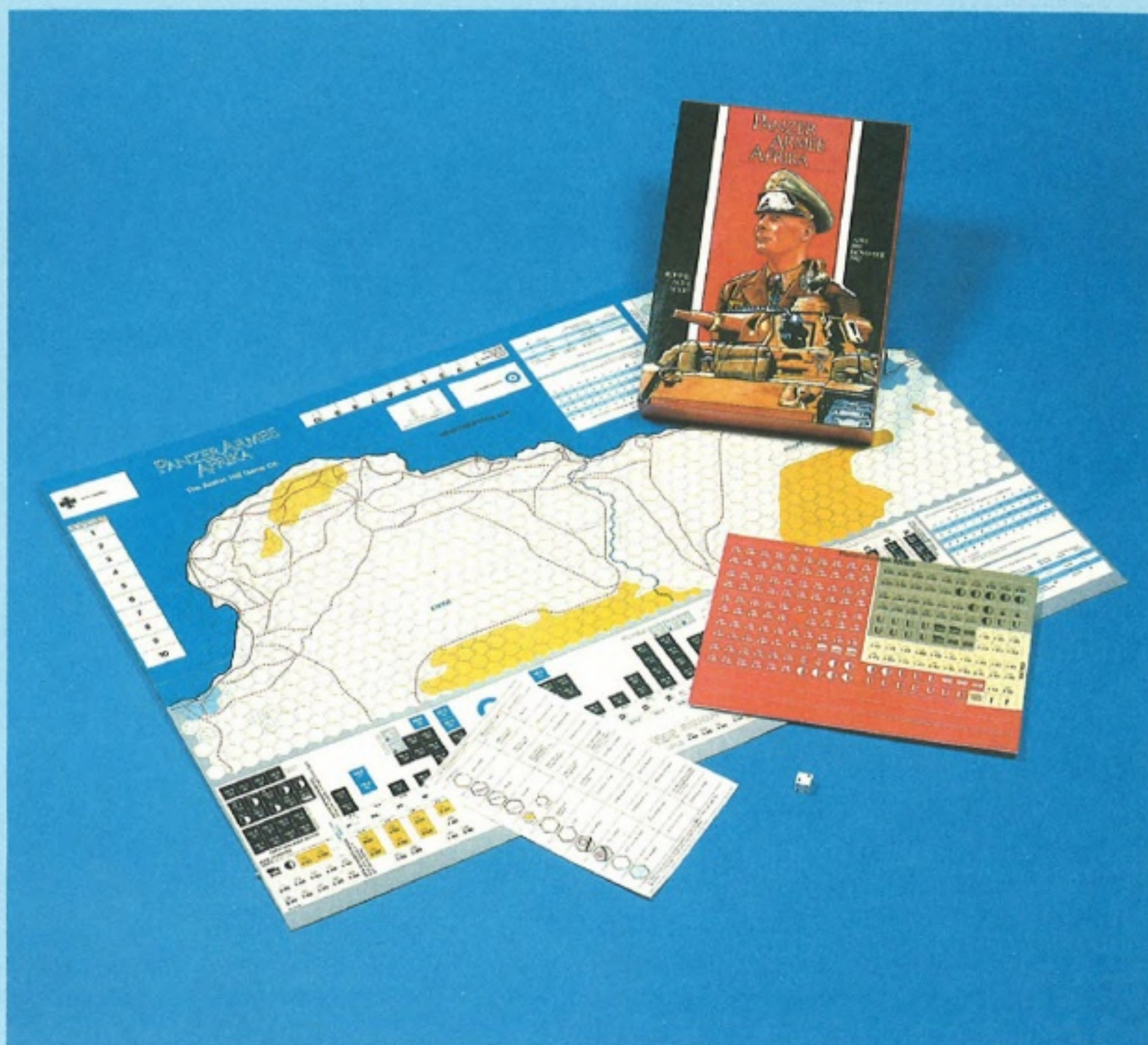
**ROMMEL
IN THE
DESERT
—
APRIL '41
TO
NOVEMBER '42**

- Highly fluid campaign
- Realistic logistical considerations
- Unusual combat resolution

Erwin Rommel and the first small contingents of what was to become "**PanzerArmee Afrika**," arrived in North Africa in the early Spring of 1941. Although prudence (and his orders) dictated otherwise, Rommel went on the offensive against the scattered Allied army. In less than two weeks he was besieging the fortress of Tobruk, and pressing on to Egypt.

PanzerArmee Afrika re-creates the sweeping action of the desert war—a curious land campaign having many of the aspects of a naval battle: far-flung actions by relatively small formations, extremely fluid fronts, and long-distance supply problems.

The high Movement Allowances of the units combined with the critical supply problems, make for a game of constant surprise and tension (there is rarely a line that can't be flanked or penetrated). Combat resolution relies on "attack superiority" (in terms of Strength Points) rather than the more usual odds comparison. Weak units can be easily overrun and this coupled with the German ability to deliberately move out-of-supply presents a constant challenge to the Allied Player.



PanzerArmee Afrika is fast becoming one of the most popular games largely because of its extreme "playability" without sacrificing authenticity.

PanzerArmee Afrika is a simulation of the North African Campaign between April 1941 and November 1942. Battalion, Regiment, and Brigade-sized units represent the actual forces which took part in the fighting. Included in the game is a Variable Orders-of-Battle Chart that offers variations in forces to demonstrate how history might have been different.

PanzerArmee Afrika is basically a two-player game. It is played in sequenced turns called Game-Turns, during which Players move units on the map, have combat, and attempt to achieve certain objectives. Victory is based upon comparative strength levels at the end of the game and the capture of Enemy bases. Each complete Game-Turn represents one month of real time. The entire game lasts 20 Game-Turns. Each hex on the map represents 12 miles of land. Each Battalion-sized unit represents 600-1000 men. Each Brigade-sized unit represents 2000-4000 men. Each Regiment-sized unit represents 1100-3200 men.

PanzerArmee Afrika is basically a 2-player game for ages 12 & up. **Rated 4** on the Avalon Hill Complexity Scale (1-easy, 10-hard).

Gunslinger



"Fill Yore Hand . . ."

. . . with **GUNSLINGER**, the game of the western gun battle. In **GUNSLINGER**, YOU play the part of a western character who is caught in a sudden gunfight, and YOU face the split-second decisions and incidents of the showdown as bullets start to fly.

GUNSLINGER is based on a quick and easy game system that recreates the split-second nature of gunplay. Each turn the players secretly play cards to define exactly what they will do during the next two seconds in the game. Then they step through these actions on the playing map, resolving each shot in the split-second when it takes place.

GUNSLINGER resolves combat quickly and easily. The attacker draws a result card that shows exactly where his shot hits, which combines with his gun to determine the damage he inflicts. This recreates the critical differences between weapons: Winchesters, Shotguns, Buffalo rifles, Colt's "Peacemaker", Smith & Wesson's breakopen guns and Remington's Derringer are a few of the guns in the game. The same system recreates hand-to-hand combat with bare hands, knives, tomahawks, axes, cavalry sabres and other weapons. Range, aim time, and the target's cover status are all taken into consideration.

GUNSLINGER includes eight two-sided boards (a total of sixteen map faces) portraying town and countryside terrain at a scale of six feet per hex. These boards can be assembled in varying ways to create a vast number of different maps that are used in the gunfights. The terrain includes gullies, hills, trees, watering troughs, wells, hitching posts and the interiors of buildings.

GUNSLINGER presents 26 different gunfights and several hundred variations, including both historical gunfights and made-up situations. Wild Bill Hickok, Billy the Kid, Wyatt Earp and John Wesley Hardin are just a few of the real gunslingers of history who appear in re-creations of the gunfights that made them famous. Indian raids, barroom brawls and poker games are just a few of the hypothetical situations.

From two to seven players can play each game. Each gunfight has different versions for different numbers of players, ranging from the basic version with the minimum number of characters to the largest version with seven characters. In some gunfights the players form two or more sides, while in others every player is on his own. Playing time varies with the gunfight and the number of players, but the simplest version of most gunfights can be played in well under an hour. There are even solitaire rules that allow one player to play many of the gunfights alone! These rules provide a simplified system of controlling characters automatically, so the player(s) can put one side in the game on automatic control, while personally controlling the other side(s).

GUNSLINGER also includes extra rules systems for enriching and expanding play. The "Campaign" rules allow the players to string gunfights together to form more extended battles and range wars. Role playing allows each player to develop his character's abilities from game to game as he faces the dangers of the Old West. Optional rules introduce horses, wagons, dynamite, and more.

Complexity rating (most complex is 10): **5**

Game includes:

- Rulebook
- Eight two-sided mapboards
- Sheet of playing counters, including characters, weapons, horses and more

- Action cards (including bonus cards showing special skills)
- Deck of Result cards
- "Second Floor" player-aid cards
- Pad of personal history sheets

Freedom in the Galaxy



Freedom in the Galaxy is a strategic and tactical simulation of this epic galactic struggle, played on a map that schematically represents some 30 odd solar systems. The playing pieces (shown here), representing armed forces, spaceships, Imperial characters and individual Rebels, interact to destroy their enemies and win the hearts and minds of various races and planets. Now YOU can join this group of freedom fighters in **Freedom in the Galaxy**, a 2-player game that includes:

- **140 Character Cards**—many beautifully illustrated—representing many alien races
- **400 playing pieces** and handsome full-color map showing natural and political details of 51 planets and 25 star systems
- **Rules Booklets** with numerous illustrations describing all three complete game systems
- **Galactic Guide** with novel-like information on the inhabitants of the galaxy and their history
- Various and sundry **Playing Aids** making it easy for you to play the most thrilling science-fiction adventure you've ever had—in this or any other galaxy!

In a remote corner of the universe, a small but valiant band of Rebels struggle to withstand the oppression of an empire bent on total domination. The Empire, oppressor of millions throughout the galaxy, has felt the first sting of Rebel anger. In the cities and vast wilds of planets circling the farthest stars, the sparks of insurrection are being fanned by the courageous few who cry for freedom in the galaxy.

Three Complete, Distinct Games

- **STAR SYSTEM GAME**, introducing basic concepts of combat, characters, and missions—**Rated 4** on a scale of 1 (easy) to 10 (hard) on the Avalon Hill Complexity Scale.
- **PROVINCE GAME**, an intermediate level game increasing variables in play—**Rated 7!**
- **GALACTIC GAME**, the ultimate in S-F realism—**Rated 10!** PLUS a variety of scenarios within each game system.

Join the Rebellion for Freedom in the Galaxy

Pro Golf



Professional Golf's Top Money-Winners: here to re-create the most famous tournament of them all!

Have you ever wondered how the game of professional golf is really played . . . how the best golfers in the world plan and execute their play on each hole . . . who are the best players on the tour?

PRO GOLF is more than just a sports game! It is a scientific in-depth analysis of the contemporary sport of golf. Golfdom's top money-winners have all been computer-analyzed and evaluated in ten different areas of play based upon their actual performances.

Are you partial to a golfer who'll blast the ball off the tee like a powerhouse . . . or one who'll keep the ball on the fairway as consistently as the year's top money-winner? You'll get to "play" golfers superb with their irons; many who'll put the ball on the green in two at any range. Others will be deadly once near the green, be it with a pitch, chip, or even out of the sand.

The fabulous putters are here . . . yours to "replay" in a realistic re-creation of the tense battle of nerves and skill that is professional golf.

PRO GOLF homes in on the **Augusta National** course—home of the famous **Masters**—the most prestigious tournament of them all!

Every hole at Augusta National is reproduced in absolute detail in the Course Book that is included in this package—in perfect scale; your guarantee that **PRO GOLF** is as authentic a re-creation of professional golf as is humanly possible.

PRO GOLF may be played either solitaire or by as many as 36 players at once. Like the real sport of golf, this simulation is not necessarily competitive in nature; instead, each golfer must play the course to the best of his ability while attempting to obtain the lowest possible score.

PRO GOLF plays extremely quickly. On each hole, the players simply roll two dice for every shot attempted by their golfers, resolving it by cross-referencing the location the ball occupies on the hole itself with the appropriate type of shot being attempted on the golfer's Player Card. The result will state precisely where this shot has landed and what will be required of the golfer on his ensuing shot. In cases where the ball has landed on the green, the number of feet between the ball and the pin is indicated. Of course, all sorts of unusual circumstances that may occur on the golf course are dealt with as well—such as water hazards, trees, bunkers, and adverse weather conditions.

Civilization



Be forewarned! **CIVILIZATION** is a game unlike any other game ever invented . . . a game of high-level player interaction with no dice and little risk of any player being eliminated.

Object of the game: to gain a level of overall advancement to which cultural, economic, and political factors are important. The winner is the player who maintains the best balance between activities of nomads, farmers, citizens, merchants and adventurers.

CIVILIZATION is not a wargame! The game is not won by wars, although some conflicts will occur due to rivalry and land shortage, rather than as a desire to eliminate other players.

YOU start at the Dawn of History . . . at the point where agriculture has just been discovered and lead your society through the mists of time to the age of the civilized state—8000 B.C. to 250 B.C.

How to Play: starting with a single token, each player moves and increases his units of population as he inhabits selected areas of the board which are fertile and defensible. This era is likely to be marked by small conflicts as the board reaches saturation, but the scope for military expansion is limited by the loss of units in the areas concerned. Indeed, the pressure of population is more usefully absorbed by farming and building cities, which enables more people to be supported and helps to resist attacks.

An immediate corollary of the founding of cities is their generation of wealth and their need for an agricultural hinterland. This establishes the use of tokens as revenue. Too rapid a degree of urbanization inevitably leads to an excess of revenue over resources (inflation), and causes economic stagnation.

Cities are essential to generate the wealth needed for an advancing civilization, but, unless the wealth is augmented through trade, the nation will be surpassed by others with more energetic outlooks. Trade itself is subject to such hazards as epidemics and alien philosophies which can have a disastrous effect if a culture has become over-specialized and has failed to maintain a balanced outlook. However, calamities may also provide the impetus from which a well-organized civilization rises in new ways to achieve still further glory.

What's Inside . . .

- 4 Panel Mapboard
- 9 Sets of Playing Pieces
- 1 Deck of Trade Cards
- 1 Deck of Civilization Cards
- 1 Archaeological Succession Card
- 7 Player Mats
- Instruction Manual

The game that begins when history begins!

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CHALLENGING FOR EVERYONE

Sample the ever-expanding line of Microcomputer Games[®] from the Avalon Hill Game Company.

Discover the challenge of . . . slaying a dragon . . . mapping an alien spacecraft . . . thwarting a Soviet offensive . . . landing a jumbo jet . . . coaching a professional sports team.

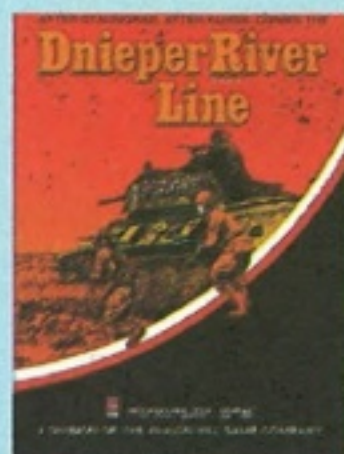
Microcomputer Games[®] has them all and much more!

Each game comes complete with loading and playing instructions, along with cassette or diskette software for the most popular home computers.



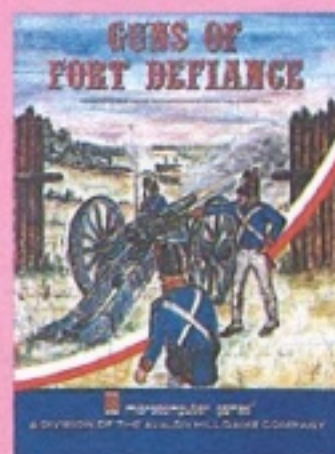
VOYAGER

A solitaire computer game that challenges the human player to explore the four levels of an alien spacecraft's maze-like corridors and rooms in 3-D simulated graphics, all the while avoiding robots programmed to blast any intruders. In order to win, the human must destroy all power generators and escape or hunt out and annihilate the killer robots. **VOYAGER** comes with color-animated graphics and sound capabilities for computers so equipped.



DNIEPER RIVER LINE

A fictionalized engagement between the Russian and German forces in the southern Ukraine in 1943. The game challenges you, the German commander, to repel Russian efforts to breach the Dnieper River defensive positions. Soviet units, controlled by the computer, seek to overrun the thin German line and capture sufficient objectives to attain victory. **DNIEPER RIVER LINE** has four levels of difficulty and comes complete with over 300 illustrated counters and a mounted mapboard.

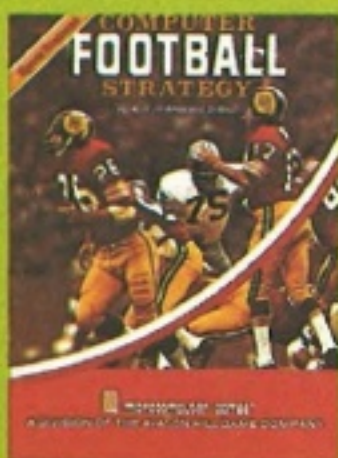
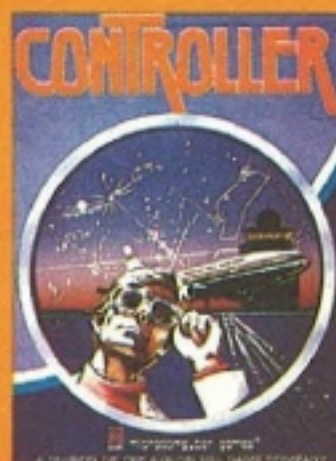


GUNS OF FORT DEFIANCE

In this exciting arcade game, you are the commander of a 19th century artillery piece in a besieged stockade. For each shot you must specify a type of ammunition—ball, cannister, shell or spherical case—and fuse length (if applicable), and set the elevation and deflection of the cannon. The computer controls the enemy forces, randomly attacking with cavalry, infantry or another artillery piece.

CONTROLLER

A real-time simulation of air traffic control in which you will have to guide the approach and landing sequence of up to 8 aircraft. There are three types of aircraft: Light Planes, Airliners, and Private Jets, with each type having a different rate of climb, turning ability, stall speed, ceiling, fuel consumption and fuel capacity. **CONTROLLER** transforms your microcomputer screen into a realistic "radar scope"; also, each aircraft's heading, velocity, and altitude is continuously displayed on a separate chart next to the radar scope.



COMPUTER FOOTBALL STRATEGY

Thrilling computer version of Avalon Hill's famous board game. Based on the award-winning Sports Illustrated game of professional football; forces the player to constantly make the right decisions about his team's offensive and defensive formations. Match wits against the computer or against a live opponent.



GALAXY

Have you ever wanted to conquer the universe? In **GALAXY**, players send their galactic fleets out to explore and conquer the universe, solar system by solar system. The planets discovered may be barren worlds or they may possess immense industrial capacity and defensive ships to resist colonization. **GALAXY** comes with sound effects (for computers with sound capability) and allows from 1 to 20 players to compete against each other or the computer. A different star map is randomly generated for every game.



COMPUTER FOREIGN EXCHANGE

Two to four players own and manage multi-national companies in various cities throughout the world. Changing conditions require each player to make constant decisions after considering the financial resources of his company and his opponents. A variety of situations will determine likely changes in currency rates. To win, a player must form and implement the most successful strategy.

more microcomputer games[®]...



B-1 NUCLEAR BOMBER

You are the pilot of a B-1 bomber on a mission over the Soviet Union. You must fly through stiff Russian defenses to the target city, bomb it and return home. Your computer controls the Soviet MIG fighters and surface-to-air missiles. You must rely on your electronic counter measures and self-defense missiles.

NORTH ATLANTIC CONVOY RAIDER

In the Bismarck convoy raid of 1941, the computer controls the British convoys and battleships. Will the Bismarck sink the Hood, only to be sunk by the Rodney and King George V, as in history? Or, will the Bismarck cripple or sink the British Home Fleet and go rampaging through the convoy lanes?

LORDS OF KARMA

Like an intriguing puzzle! The fun is in deciphering secrets while exploring a mythical, magical city and countryside, while at the same time avoiding lurking monsters. You tell the computer what you want by typing simple sentences. The computer has many surprises in store.

MIDWAY CAMPAIGN

Your computer controls a huge force of Japanese ships whose objective is to invade and capture Midway Island. In the actual engagement, the Japanese made several tactical errors which cost them the battle. Your computer probably won't make the same mistakes! You command the badly outnumbered and outraged U.S. Naval Forces.

NUKEWAR

Nuclear confrontation between two hypothetical countries. Defend your country by massive espionage efforts, or by building jet fighter bombers, missiles, submarines and anti-ballistic missiles. Your cold and calculating computer will choose its own strategy!

TANKTICS

Armored combat on the Eastern front of WWII. Includes full-color mounted mapboard and counters. You, as the German tank platoon leader, start the game outnumbered 2 to 1. However, you choose your tank types before each of 5 scenarios. You also specify what your opponent, the computer, is to have before going after or defending the specified objective from the Russians.

COMPUTER ACQUIRE

New Second Edition! The object of the game is to become the wealthiest person in this "business" game about hotel acquisitions and mergers. For 2 to 6 players it is a subtle game of interplayer strategy. As a SOLITAIRE game you play against the computer. One can even pit the computer against itself.

EMPIRE OF THE OVERMIND

Recent recipient of the GAME OF THE YEAR award by Electronic Games Magazine. Enchanting solitaire game. The Overmind, a tyrant that is part machine, part spirit of evil, cleverly overthrew the great king, who escaped and planned revenge that has taken 1,000 years to fulfill. Now, YOU must travel to the Empire of the Overmind and destroy the abomination.

PLANET MINERS

One to four players compete with each other and the computer to stake valuable mining claims throughout the solar system in the year 2050. Each player must decide which ships to send to which planets and when to try "dirty tricks" like a sabotage and claim jumping.

CONFLICT 2500

In 2500 AD, earth is threatened by attacking aliens programmed with an infinite number of attack strategies with which to tease the player who must defend earth. A variety of spaceships on the screen adds an extra dimension to the excitement. A game for one to ten players in which you can control the length of the game and its difficulty.

COMPUTER STATIS PRO BASEBALL

Recreate an entire baseball season, championship or world series with real life player statistics. Avalon Hill has analyzed full season statistics for each player, converting it to computer memory so each performs in your game just as he does in reality.

COMPUTER STOCKS AND BONDS

Here's your chance to be a Wall Street genius. Players choose a general strategy and invest in the stocks that fit their game-plan. Play it safe, gamble or do a little of both. In a "bear" market players investing heavily could lose their shirts, while a "bull" market would cause them to make great gains.

SOFTWARE GAMES	With Cassette For:				With Diskette For:				PRICE	
	TRS-80 Color	TRS-80 Models I & II	APPLE II* +	PET CBM	ATARI 400/800*	TRS-80 Models I & II	APPLE II* +	ATARI 400/800*		IBM P.C.
B-1 Nuclear Bomber		16K	16K	16K	16K					16.00
Midway Campaign		16K	16K	16K	32K					16.00
No. Atlantic Convoy Raider		16K	16K	16K	16K		32K	48K	40K	21.00
Nukewar		16K	16K	16K	16K					16.00
Planet Miners		16K	16K	16K	24K		32K	48K	32K	21.00
Lords of Karma		48K	32K	32K	40K			48K	48K	20.00
Computer Acquire		16K	16K	16K	16K					25.00
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