

The



avalon hill

**Games
and
Parts Price List**

EFFECTIVE SEPTEMBER 15, 1983

**25 YEARS
OF
QUALITY GAMES & COMPONENTS**

PRICE LIST INDEX

Ordering Information	3
Video Games	4
Victory Games: James Bond Role-Playing	5
Victory Games: Strategy Games	6
Fantasy Role-Playing Games	7
Fantasy & Science Fiction Games	8
Avalon Hill Strategy/Wargames	9
Avalon Hill Microcomputer Games	13
Leisure Time/Family Games	17
Avalon Hill Sports Illustrated Games	19
Magazines	20
Miscellaneous Merchandise	21
Puzzle Sticks	22
Discontinued Parts List	23
How to Compute Shipping	27
Telephone Ordering	27



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

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

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

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

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

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

AVALON HILL'S LARGE FULL COLOR CATALOG featuring Strategy Wargames, Science Fiction and Fantasy Games, Sports Games, Leisure Time Games, Microcomputer Games and more. **\$1.00**

CHANGING YOUR ADDRESS?

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

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

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

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

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

Prices subject to change without notice.

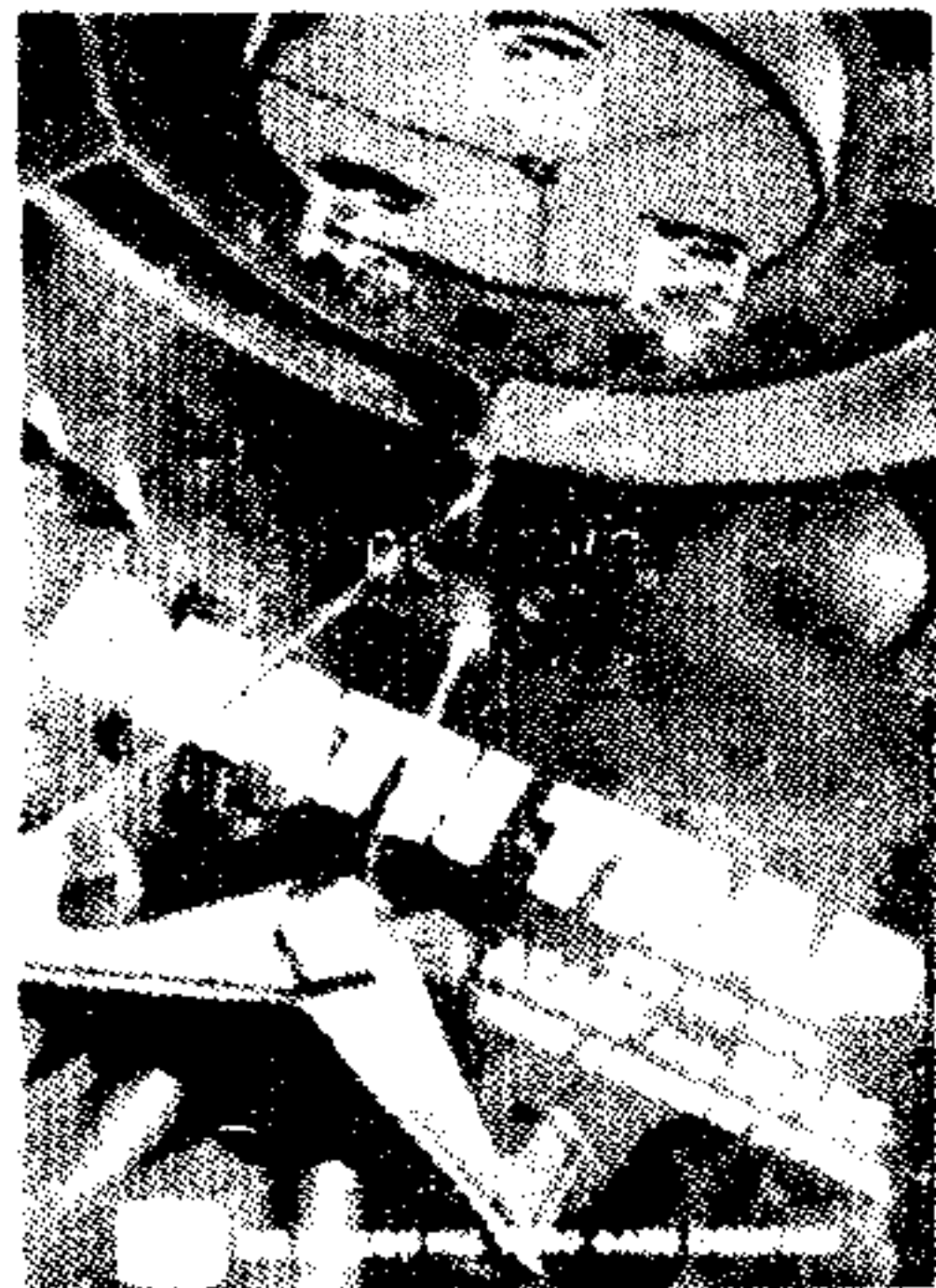
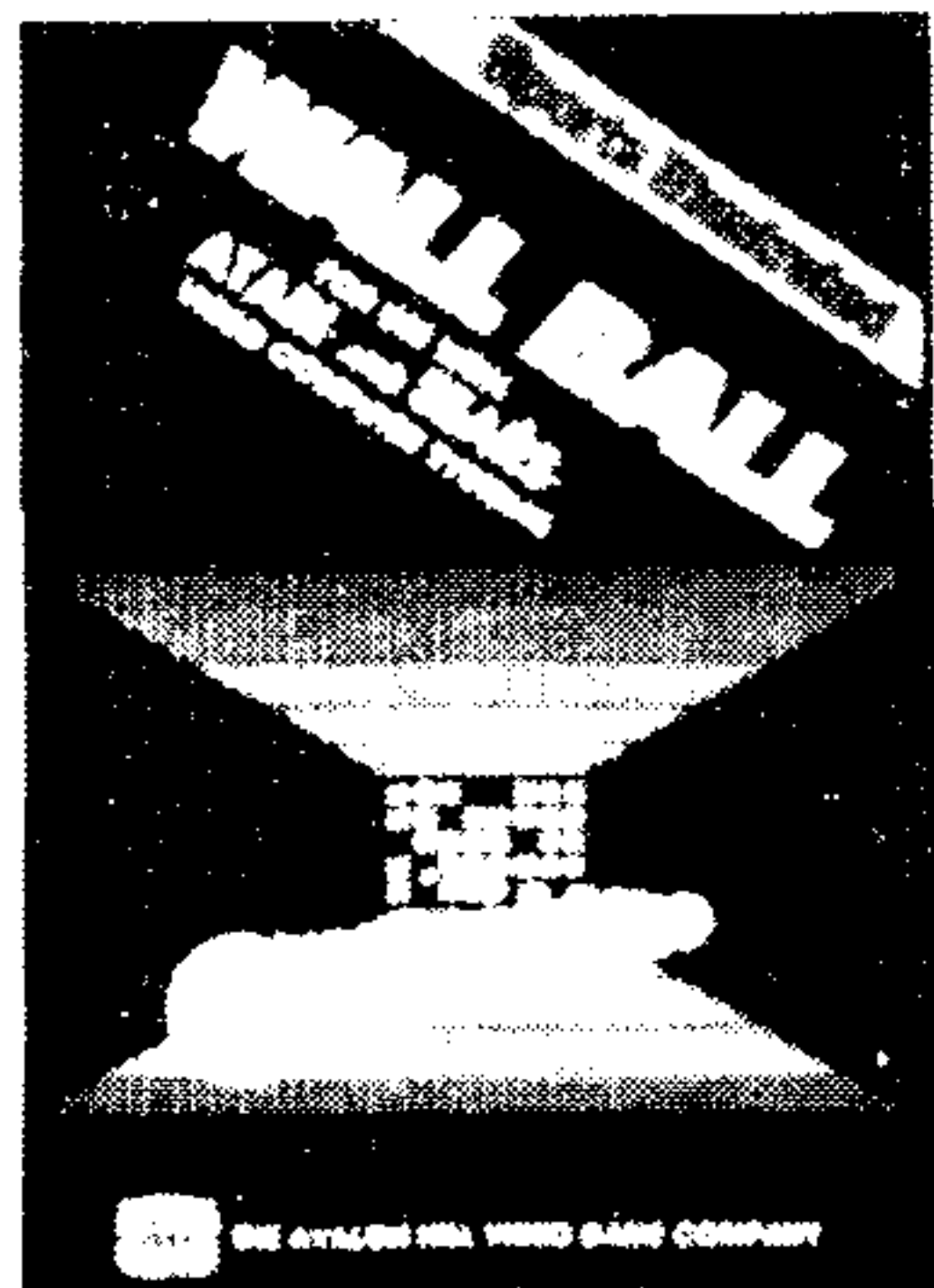




The Avalon Hill Video Game Company



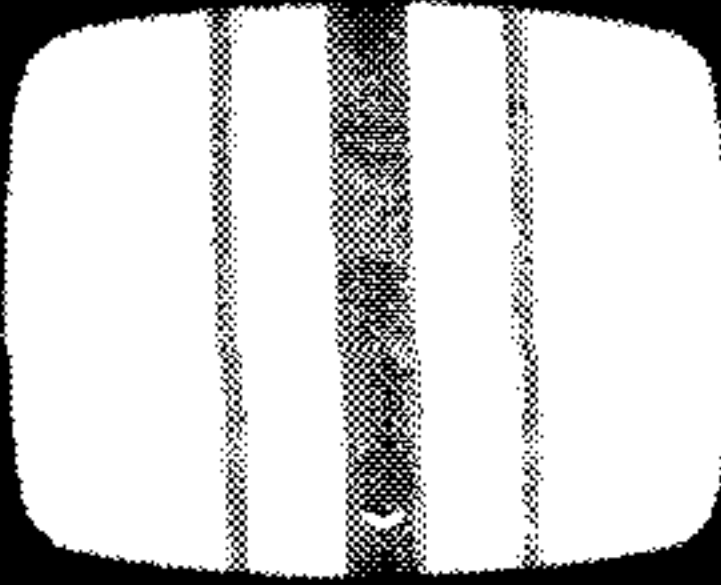
\$30
per
cartridge



for Atari 2600 VCS

LONDON BLITZ

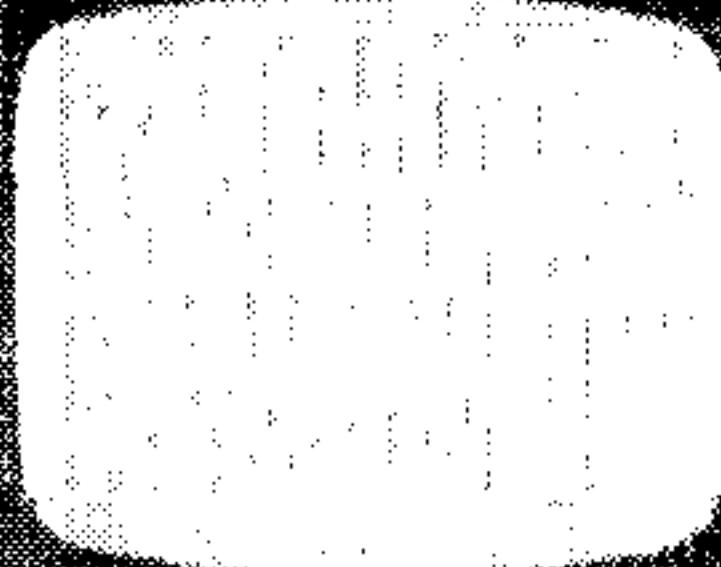
LONDON BLITZ IS AVALON HILL'S TRADEMARK NAME FOR ITS UXB VIDEO GAME



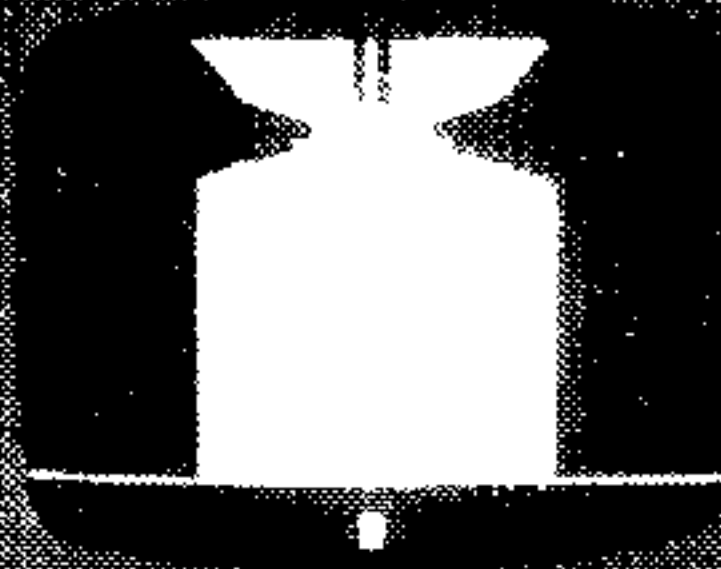
7 difficulty levels



3-D street view



scrolling map



3 bomb types

for the Atari 2600 VCS™

During WWII, German bombers turned daily existence in London into a nightmare. Hoping to undermine the strong spirit of the British, every night the Germans dropped bombs on the citizens of London. Most bombs exploded on impact, but some would sit hours, days or weeks before detonating. It was up to the British Army Royal Engineers to find and defuse these unexploded bombs (UXBs) before they exploded. Although there were many types of UXBs, they all required sharp thinking, delicate treatment, and split-second timing.

DUTY CALLS! You're drafted. You are now a Lance Corporal in the Royal Engineers. Can you protect your sector of London from the UXBs and live to tell your grandchildren about it? The bombs are falling fast and your only hope to get out of this nasty business honorably is to get promoted to Captain. Get busy! Be careful! And God Save the King!

LONDON BLITZ is a video game for those who want something other than another shoot 'em up, dot chaser or frog and monkey game. You will be challenged to remember, deduce, weigh consequences and plan strategies while maneuvering through the streets of London and delicately defusing bombs. LONDON BLITZ is a "real time" video game with the flavor of a microcomputer game.

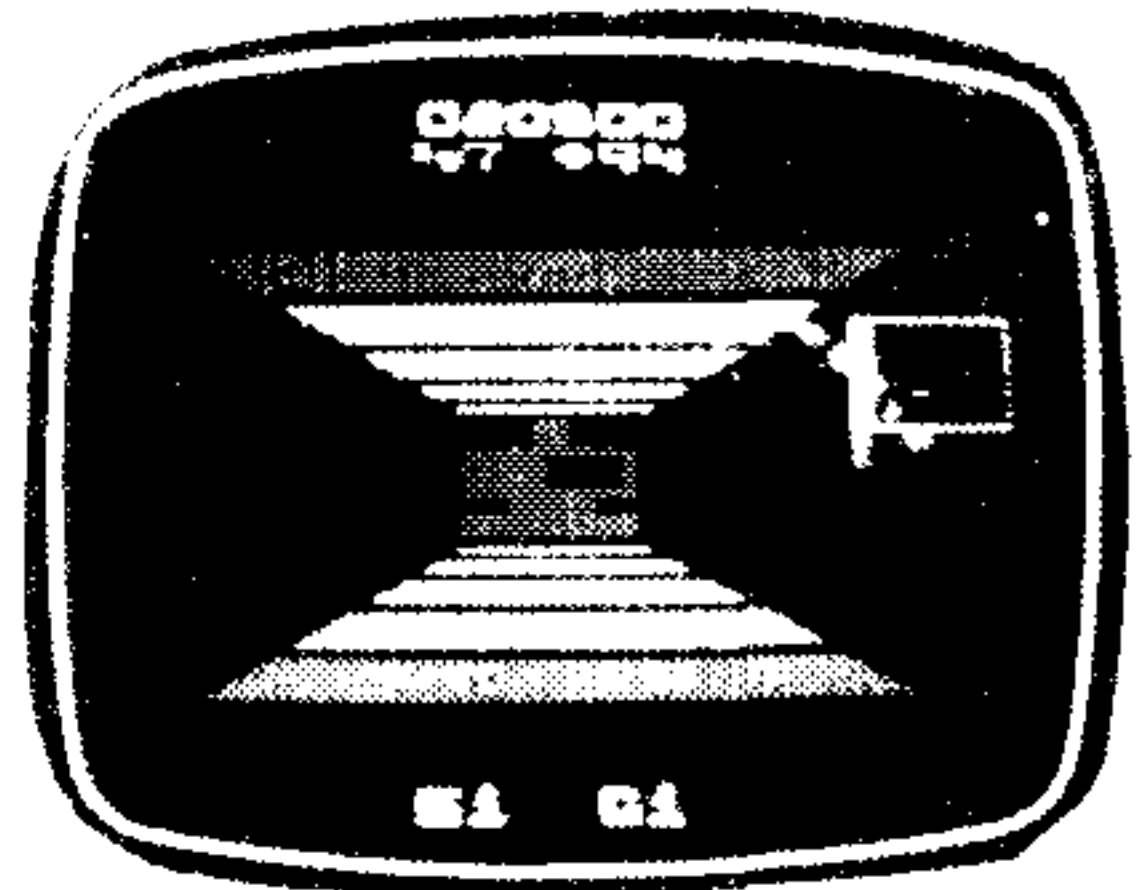
LONDON BLITZ is a one player game requiring one joystick controller and is intended for use with a color television.



WALLBALL is for upper-echelon players who've seen all there is to see in "flatland". You're not two-dimensional—why should your games be?

Break through the "flat" habit and experience a new dimension in video games. Play with the speed, control, and skill of handball, but without leaving home. Start slow or start fast, but don't be surprised if WALLBALL gives you a good workout!

WALLBALL—nine levels of 3-D racquet-and-ball simulation for the Atari 2600 and Sears Video Arcade.



Chase level



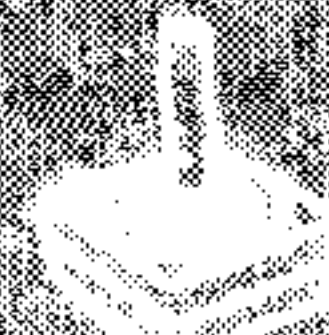
Play Game



Winner's Stage

DEATH TRAP is an interactive space showdown with a touch of strategy. Unlike most shoot-'em-ups, the enemy's patterns build as you inflict damage. You develop a strategy to control where the enemies are built. Time is of the essence. You must be flexible in your actions.

DEATH TRAP is a one player game requiring one joystick controller and is intended for use with a color television.



Enter the Victory Games World of

JAMES BOND

©Danjaq S.A.

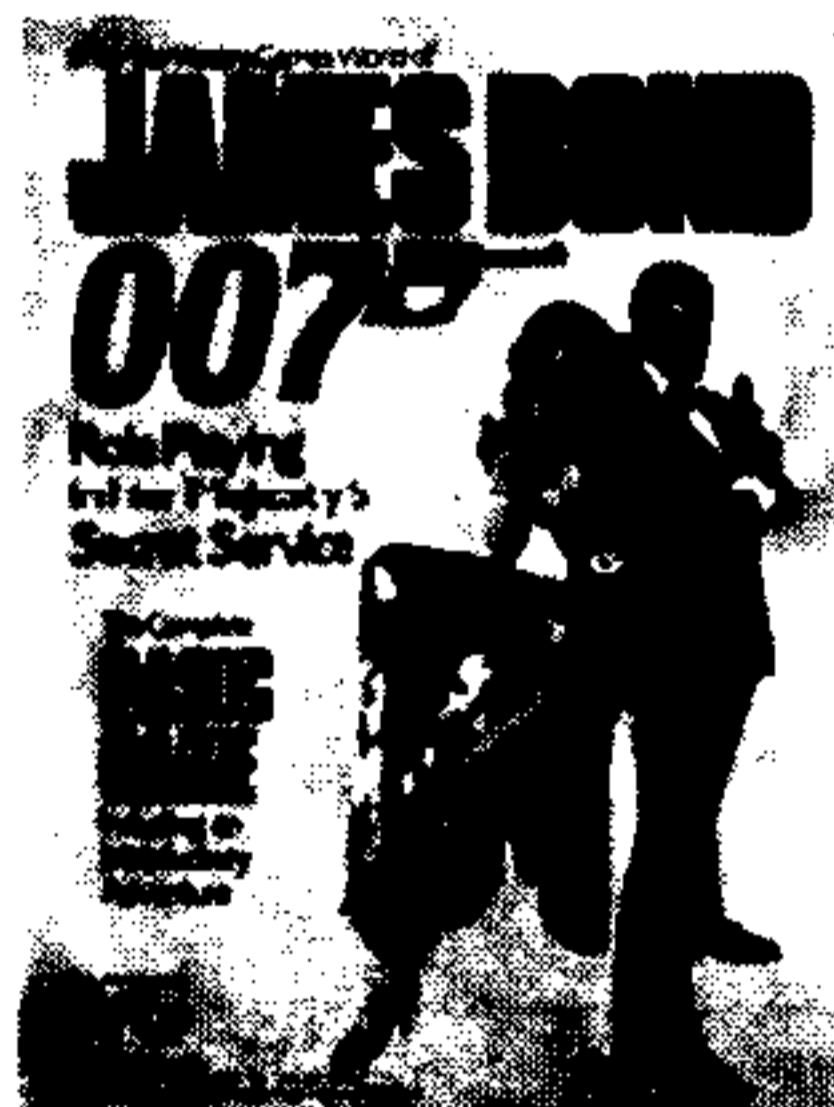
007

Role-Playing in Her Majesty's Secret Service

\$9.95

BASIC GAME

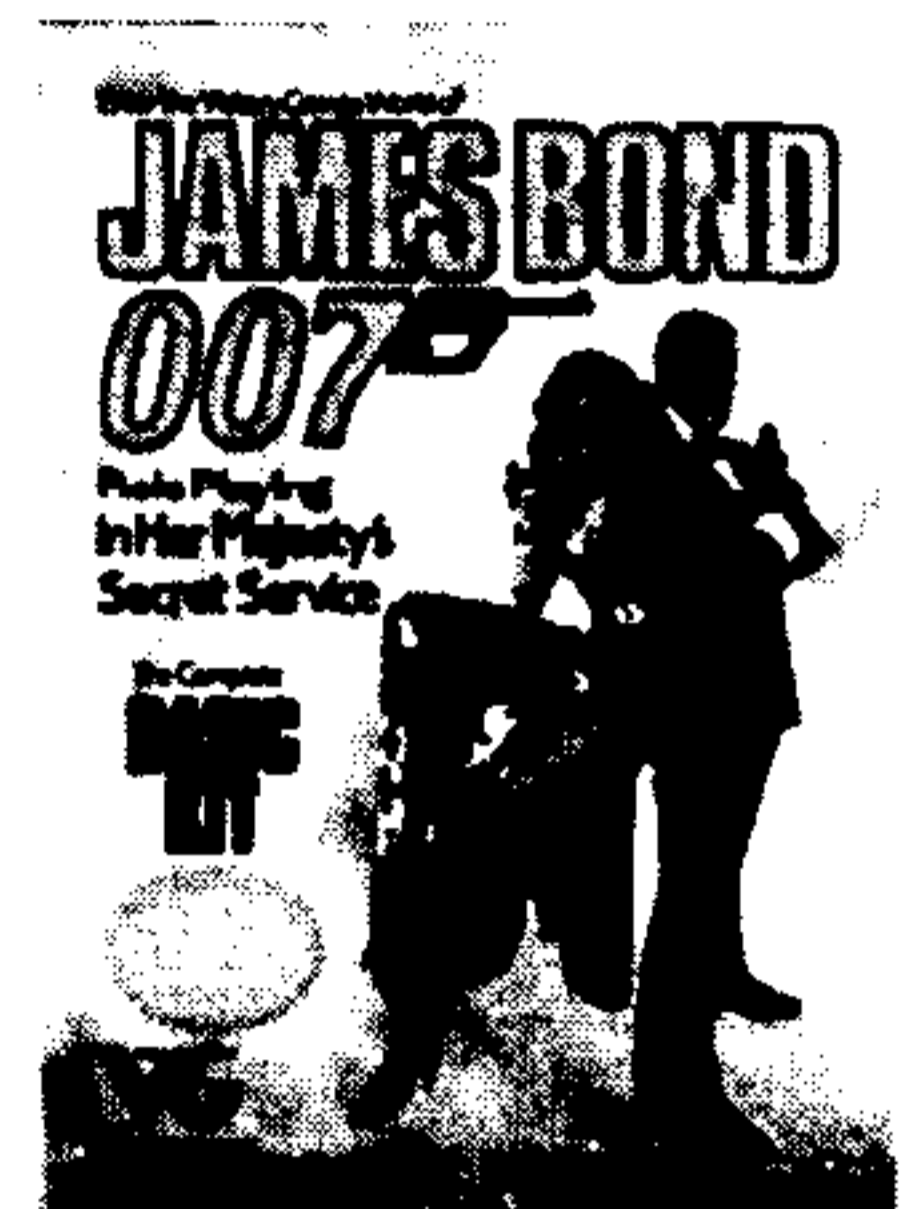
The Basic Game book includes all rules for the *James Bond 007* Game. An introductory adventure teaches players the rules while getting them right into the action.



\$12.95

BASIC KIT

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

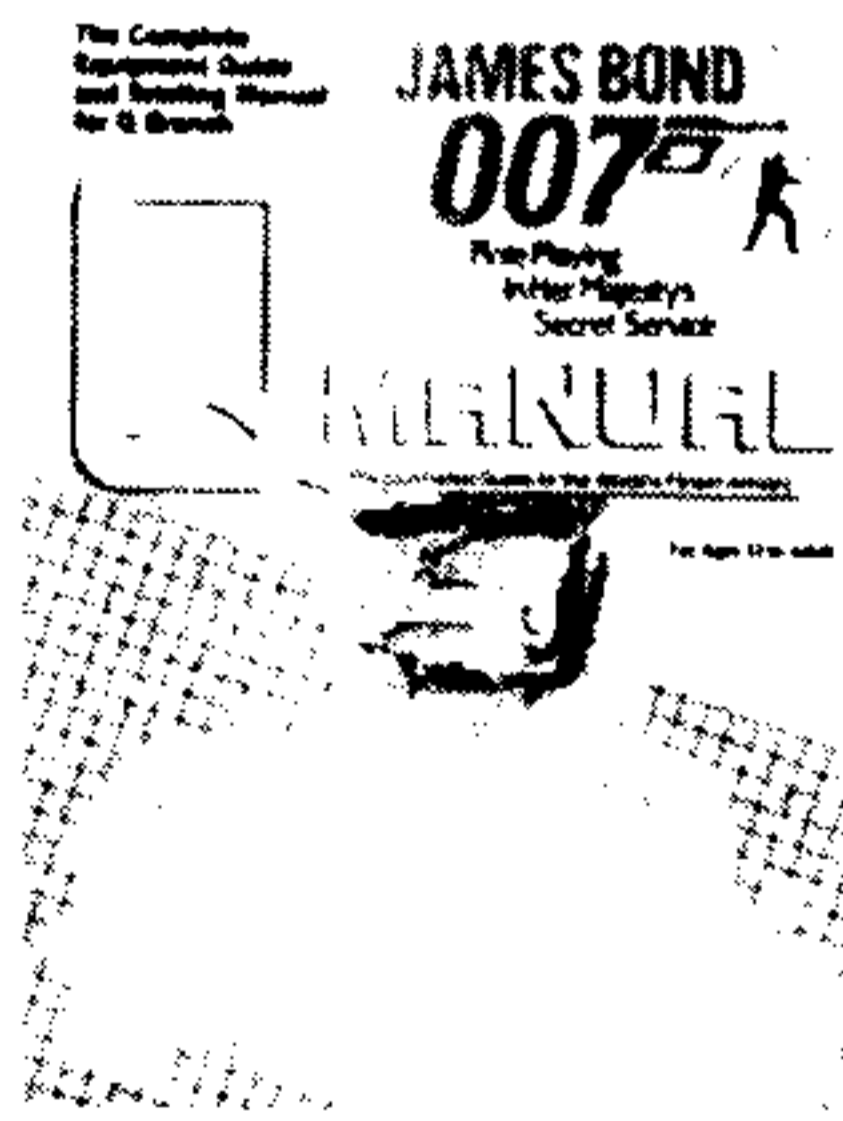


SUPPLEMENTS

\$9.95

Q MANUAL

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.



\$8.95

GAMESMASTER PACK

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.



ADVENTURE MODULES

\$6.95

GOLDFINGER

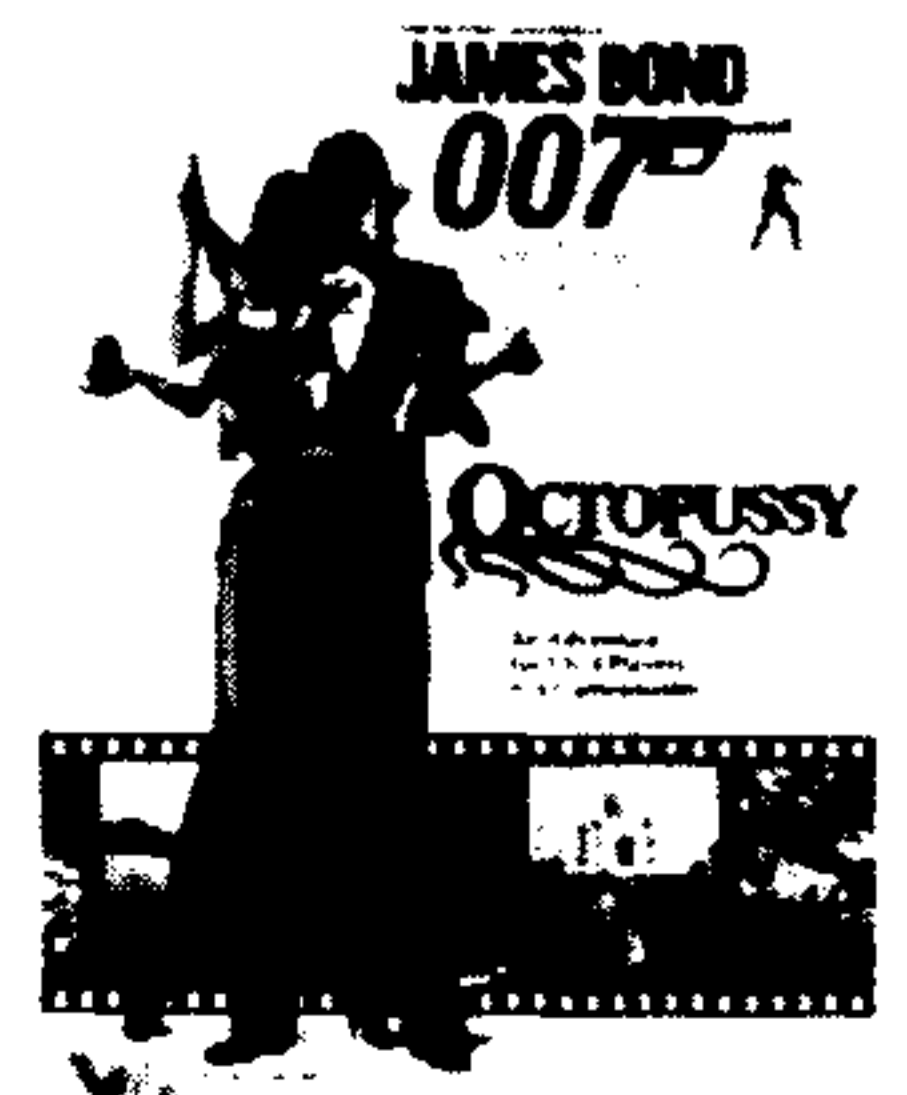
Adventure based on the exciting original movie. **Comps:** 48-page Gamesmaster Guide, M.I.6 Agent Dossier with 8 Mission Sheets, and folder with maps.

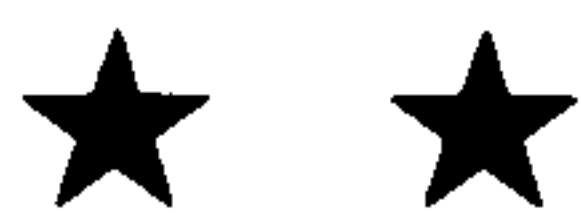


\$6.95

OCTOPUSSY

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





FIVE STAR



Military Simulations from



AMBUSH (5)\$24.00

The unique solitaire game of small unit tactics during World War Two.

- Mapsheets A & Bea. 6.00
- Rules Booklet 6.00
- Paragraph Booklet 6.00
- Character/Vehicle Cards (82) 6.00
- Mission Cartridges (19) 10.00
- Cartridge View Sleeve 3.00
- Player Aid Card 2.00
- Squad Record Pad 2.50
- Decimal Die 1.00

TIME SCALE: Simultaneous, relative time.

MAP SCALE: 10 yards per hex.

UNIT SCALE: Individual soldiers/vehicles.

PLAYERS: One.

PLAYING TIME: From 3 to 4 hrs. per mission.

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 8.00
- Rules Booklet 4.00
- Display Cards (2) 3.00
- Counter Sheets (2) 3.00

TIME SCALE: Two days per Game-Turn.

MAP SCALE: 15 miles per hex.

UNIT SCALE: Division, Regiment/Brigade.

PLAYERS: Two (also recommended for team play).

PLAYING TIME: From 3 hrs. for a short scenario.

THE CIVIL WAR (7)\$18.00

- Mapsheets A & Bea. 6.00
- Rules Booklet 3.00
- Chart Card 2.00
- Counter Sheets
 - #1 Points
 - #2 Leadersea. 3.00

TIME SCALE: Five Game-Turns per year.

MAP SCALE: 25 miles per hex.

PLAYERS: Two (also recommended for team play).

PLAYING TIME: From 2 hrs. for a short scenario to 20 hours for a long scenario.

GULF STRIKE (9)\$30.00

- Mapsheets A & Bea. 6.00
- Mapsheets C & Dea. 4.00
- Rules Folder 5.00
- Counter Sheets:
 - #1 Arab, #2 Russian, #3 USA/Markers
 - #4 Misc. Markersea. 3.00
- Tables/Charts Booklet 3.00
- Special Die 1.00

TIME SCALE: Two days per Game-Turn.

MAP SCALE: 28 km per Operational Hex; 280 km per Strategic Hex.

PLAYERS: Two (also recommended for team play).

PLAYING TIME: From 2 hrs. for a short scenario to 45 hrs. for a long scenario.

HELL'S HIGHWAY (7)\$20.00

- Mapsheets A & Bea. 6.00
- Rules Folder 4.00
- Chart Card 2.00
- Counter Sheets
 - #1 Allied
 - #2 German/Misc.ea. 3.00

TIME SCALE: Three Game-Turns per day.

MAP SCALE: 1300 meters per hex.

PLAYERS: Two (also recommended for team play).

PLAYING TIME: From 5 hrs. for a short scenario to 25 hrs. for a complete campaign.

Coming Soon to Stores Near You Fantasy/Role Playing Games from Avalon Hill



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

Game Includes:

All the necessary ingredients to make **POWERS & PERILS** your ultimate Role Playing Adventure!

Four exciting books:

Character Generation
Combat & Magic
Creature & Encounters
Humans & Treasures
Character Record Pad
One Six-Sided Die
Two Ten-Sided Die

AVAILABLE FALL 1983—\$16.00

STRATEGIST'S CLUB
AWARD WINNER

RuneQuest

Avalon Hill has secured the world-wide license for the Basic Game and all Supplements.

RuneQuest



If you can't beat 'em, join 'em the saying goes, so Avalon Hill and Runequest have teamed up to release the new and improved **THIRD EDITION OF RUNEQUEST** and supplements.

Unable to meet the demand for **RUNEQUEST**, the design team became frustrated by the time-consuming bothers of running their business, which took time away from their passion of creating new supplements. This new cooperative effort is allowing them to get back to what they know and enjoy best. They will continue to supply the support material!

AVAILABLE EARLY 1984



FANTASY and SCIENCE FICTION GAMES

* DRAGON PASS ⑥

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

PRICE
\$16.00

PARTS
Mapboard: 8.00
Counters A&B: 3.00 ea.
Rules: 4.00
Chit/Table Card: 1.00

* ELRIC ③

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

\$16.00

PARTS
Mapboard: 8.00
Counters A,B,C,D : 3.00 ea.
Rules: 4.00

* MYSTIC WOOD ②

Fantasy game for 2 to 4 players, set in an ever changing forest that lies somewhere between Earth and Heaven. Inspired by several romantic epic novels of the 16th century. It is a challenging game of heroes, heroines, and their quest for rewards. Exploration and adventure for all ages.

\$11.00

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

* WIZARDS ⑥

A fascinating experience for up to 6 players. Together you strive to save a beautifully detailed, fantastic realm from the greedy clutches of true Evil. A race against Evil that is a thrill for all.

\$20.00

PARTS
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: 1.00—set of 4

ALPHA OMEGA ④	14.00
Mapboard	8.00
Rules	4.00
Counters:	
Identification	3.00
Ship	3.00
Log Pad	3.00
Game Tables Card	1.00

AMOEBAS WARS ④	16.00
Mapboard	8.00
Counters: (2)	EA. 3.00
Rules	3.00
Player Aid Card Set	2.50
Power Rating Card	2.50

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

DUNE ③	16.00
Mapboard	8.00

Rules	3.00
Leader Counters	3.00
Spice & Combat Counters	3.00
Character Shields:	
(Specify by Character)	EA. 1.00
Player Aid Pad	3.00
Combat Wheel w/Pin	1.50
Spice/Treachery Cards Set	3.00

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	6.00
Mapboard	4.00
Rules	3.00
Counters	3.00

MAGIC REALM ⑨	16.00
Boards: Specify Elf, Fabulous,	
Myriad, Witch	EA. 3.00
Rules	4.00
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

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

WITCHCRAFT KIT	10.00
Instructions available only	3.00

WIZARD'S QUEST ②	16.00
Mapboard	8.00
Rules	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.

* New for 1983



Strategy/Wargames from Avalon Hill

<p>* B-17 (Queen of the Sky) ③ A recreation of the bombing missions and aerial combat of the B-17 (model F) "Queen of the Skies" of the U.S. 8th Air Force over Europe during WWII. Designed primarily for solitaire play.</p>	<p>PRICE \$16.00</p>	<p>PARTS 11 × 16 Mapboard: 8.00 Rules: 4.00 Counters: 3.00 Airplane Cards: 6.00 Mission Pad: 2.50 Charts & Tables Pad: 2.50</p>
<p>* BULL RUN ④ A gamer's recreation of the first battle of Bull Run; capturing the tactics and feel of a civil war battle with a system that is easy to comprehend, and symbology that contains a wealth of historical information.</p>	<p>\$16.00</p>	<p>PARTS 4-section Mapboard: 8.00 Rules: 4.00 Counters: 3.00 Confederate Set-up Card: 1.00 Union Set-up card: 1.00 Player Aid Card: 1.00</p>
<p>* PANZERKRIEG ⑥ An operational level simulation of the various Axis and Soviet campaigns in southern Russia between 1941-44; a glorification of the genius of General von Manstein's principles of war presented in scenario format for 2 or more gamers.</p>	<p>\$18.00</p>	<p>PARTS Mapboard: 8.00 Counters: 3.00 Rules: 4.00 Study Folder/Scenario Guide: 3.00 Charts/Tables Card: 3.00</p>
<p>* TACTICS (25th Anniversary Issue) ② The original land battle game, re-issued after 25 years to commemorate Avalon Hill's 25th Anniversary (1958-83). Contains new, never-before-published mapboard plus—FREE—History of Avalon Hill Anniversary Book.</p>	<p>\$12.00</p>	<p>PARTS 2-Section Mapboard: 8.00 Counters: 3.00 Rules: 4.00</p>
<p>* UP FRONT ④ The Squad Leader Card Game—a game of man-to-man infantry combat set in WWII Europe; a far-less complex adaptation of Squad Leader principles transferred to a card game format. 12 complete scenarios provide up to 48 different games in one package.</p>	<p>\$25.00</p>	<p>PARTS Counters: 3.00 Rules: 4.00 Action Cards Decks (1-54, 55-108, 109-162): 5.00 ea. Die Cut Personality Cards (2 decks): 5.00 ea. Die Cut Set of 40 AFV Cards: 3.00 Discard Tray: 2.00</p>
<p>AFRIKA KORPS ② 14.00 Mapboard 8.00 Counters 3.00 Rules 4.00 TRC 1.00 Situation Card 1.00 CRT 1.00</p>	<p>ALEXANDER ⑤ 14.00 Mapboard 8.00 Rules 3.00 CRT 1.00 Counters 3.00</p>	<p>Rules 4.00 Counters: Arab, Israeli EA. 3.00 CRT Charts Folder 1.00</p>
<p>AIR FORCE ⑥ 16.00 Mapboard 8.00 Rules 4.00 Airplane Data Card Set 6.00 Counters 3.00 Log Pad 2.50</p>	<p>ANZIO ④⑦ thru ⑩ 14.00 Mapboard 8.00 Rules 4.00 Counters: Gr. Allied EA. 3.00 Playing Aids Card Set (6) 1.50 New Box 3.00</p>	<p>ASSAULT ON CRETE/MALTA ⑤ 16.00 Mapboard: Maleme 3.00 Georgeopolis 3.00 Panormon 3.00 Malta 3.00 Rules 4.00 Counters: Allied & Axis EA. 3.00 Player Aid Charts 1.50</p>
	<p>ARAB-ISRAELI WARS ⑧ 16.00 Mapboard: A,B,C,D EA. 3.00</p>	

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

Strategy/Wargames Continued

BATTLE FOR ITALY (4)	6.00	Counters:	(Plastic Color Co-ordinated)		
Mapboard	EA. 4.00	Italian/Asian	3.00	Set of 7 Conference Maps	2.00
Rules	3.00	Allyrian/Egyptian	3.00	Gamers Guide	4.50
Counters	3.00	Thracian/Babylonian	3.00	FLAT TOP '81 Edition (10)	22.00
Charts & Tables Card	3.00	African/Assyrian	3.00	Mapboard	12.00
		Cretian	3.00	Rules	4.00
BATTLE OF THE BULGE (4) '81 Edition	16.00	Archeological Succession		Ammunition Pad	2.50
Mapboard	8.00	Table Card	2.50	Counters:	
Rules	4.00	Set of Trade Cards	5.00	Allied	6.50
Unit Counters	3.00	Set of Civilization Cards	5.00	Japan	6.50
Utility Counters	3.00	Player Mats (7)	3.00	Info Counters	3.00
O/B Cards Set	2.00	New Trade Cards	4.00	Air Record Pad	2.50
Playing Aids Card	2.00			Playing Aids Card Set	3.00
		CONQUISTADOR (7)	18.00	Air Operations Chart	4.00
BISMARCK (4)(6)&(7)	16.00	Mapboard	8.00	FORTRESS EUROPA (7)	16.00
Search Board	EA. 3.00	Rules	4.00	Mapboard	8.00
Battle Board	5.00	Counter Sheet #1	3.00	Allied Counters	3.00
Rules	4.00	Counter Sheet #2	3.00	German Counters	3.00
Counters	3.00	Expedition Log Pad	3.00	Rules	4.00
Range Finder/Movement Guide	1.00	CRESCENDO OF DOOM (10)	16.00	Playing Aid Card Set	4.00
Playing Aids Card Set	2.00	Mapboard #6, #7	EA. 3.00		
Log Pad	2.50	Counters:		FRANCE 40 (4)	14.00
Bismarck Variant Kit	4.50	French Infantry	3.00	Mapboard	8.00
Includes two variant mapsheets and Vol. 16, #2 of the General.		British Infantry	3.00	Counters	3.00
		Neutrals Armor & Ordnance	3.00	Rules	2.00
BLITZKRIEG (6)(7) thru (10)	16.00	French Armor & Ordnance	3.00	Campaign Analysis	2.00
Mapboard	8.00	British Armor & Ordnance	3.00	O/B Cards Set	2.00
Red Troop Counters	3.00	British Armor	3.00	Dyle Plan Folder	1.00
Blue Troop Counters	3.00	Rules	4.00	CRT Sheet	1.00
Rules	4.00	Scenario/CRT Card Set	3.00		
Attrition Table Card	1.00	Series 200, Pad of 10	5.00	FREDERICK THE GREAT (4)	12.00
O/A Card Set	2.00	Rogue Scenarios, Pad of 12	5.00	Mapboard	8.00
Time Record Card	1.00			Rules	3.00
		CROSS OF IRON (9)	16.00	Counters	3.00
CAESAR ALESIA (4)	14.00	Gameboard #5	3.00		
Mapboard	8.00	Counters:		FURY IN THE WEST (4)	15.00
Rules	4.00	Infantry A	3.00	Mapboard	8.00
Roman Troop Counters	3.00	Infantry B	3.00	Rules	4.00
Gallic Troop Counters	3.00	Artillery	3.00	Counters	3.00
CRT	1.00	German Vehicle	3.00	Player Aid Card	1.00
Offboard Movement Chart	1.00	Russian Vehicle	3.00	Strength Record Chart:	
		Rules	4.00	Confederate	1.00
CAESAR'S LEGIONS (5)	13.00	Scenario Cards/CRT Set	3.00	Union	1.00
Mapboard	8.00	Series 100, Pad of 10	5.00		
Rules	4.00	DAUNTLESS (7) '81 Rev. Edition	16.00	GETTYSBURG (3)(6) & (10)	16.00
Con. Movement & Ambush Card	1.00	(Must have AirForce game to Play)		Mapboard	8.00
Roman Troop Counters	3.00	Rules	4.00	Rules	4.00
German Troop Counters	3.00	Airplane Data Cards Set	6.00	Counters (2)	EA. 3.00
Set of Tactical Maneuver Cards	1.00	Counters (Allied, Japan)	EA. 3.00	Formation Markers (2)	EA. 2.00
		Log Pad	2.50	CRT/OB Cards Set	2.00
CHANCELLORSVILLE (4)	14.00			G.I. ANVIL OF VICTORY (10)	30.00
Mapboard	8.00	D-DAY (2)	14.00	Mapboards 8, 12, 13, 14 & 15	3.00
Rules	4.00	Mapboard	8.00	Rules	4.00
TRC/OB Card	1.00	Counters	3.00	Counters:	
CRT/TEC Card	1.00	Rules	3.00	U.S. Armor	3.00
Counters	3.00	Time Record Card	1.00	U.S. Ordnance	3.00
		CRT	1.00	British Armor	3.00
CIRCUS MAXIMUS (3)	9.00			U.S. Infantry	3.00
Boards 1, 2, 3	EA. 3.00	DIPLOMACY (3)	17.00	U.S. & German SW; French HS	3.00
Unit Counters	3.00	Mapboard	8.00	British HS; SS & Unarmed Inf.	3.00
Rules Manual	3.00	Rules	4.00	German Infantry	3.00
Chariot Racing Pad	2.50	Basic Rules Sheet	1.00	Scenario/Player Aid Card Pad/ Terrain Overlay (12 cards total)	4.00
CIVILIZATION (3)	22.00	Play-By-Mail Sheet	1.00		
Mapboard	8.00	Fleets & Armies (Complete Set)	4.00		
Rules	3.00				

*New for 1983

GLADIATOR (4)	9.00	German #2 Counters	3.00	Rules	3.00
Mapboard	4.00	Rules	10.00	Nat. Obj. Card	EA. 1.00
Counters	3.00	Allied Landing Schedule/ Scenario #1 Card	2.00	Historical Objective Card	EA. 1.00
Rules	3.00	Allied Entry Track/ Scenario #2 Card	2.00	PANZERARMEE AFRIKA (5)	16.00
Log Pad	2.50	German Entry Schedule/ Scenario #3 Card	2.00	Mapboard	8.00
Plastic Stands	3.00	Cherbourg/Scenario #4 card	2.00	Rules	3.00
GUNSLINGER (5)	20.00	Combat Results Tables Cards	3.00	Counters	3.00
Mapboards (8): A to H	EA. 1.50	Terrain Effects Chart Cards	3.00	Terrain Effects Chart	2.00
Entire Set	12.00	Game Box (Empty)	6.00	PANZERBLITZ (6)	16.00
Rules	3.00	LUFTWAFFE (5)	16.00	Mapboards: 1, 2, 3	EA. 3.00
Counters	3.00	Mapboard	8.00	Counters: Ger. & Rus.	EA. 3.00
Set of Action/Result Cards	6.00	Counters: Ger. & Amer.	EA. 3.00	Rules	2.00
Set of Player Aid Cards	3.00	Rules	3.00	Campaign Analysis	2.00
Legend Pad	3.00	Order of Battle Card Set	2.00	Situation Cards	2.00
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Mapboard	8.00	Target Pad	2.50	Wargamer's Guide	4.50
Counters 1, 2, 3 & 4	EA. 3.00	MACHIAVELLI (4)	14.00	PANZERLEADER (7)	16.00
Rules	4.00	Mapboard	8.00	Mapboard: A, B, C, D	EA. 3.00
Playing Aid Cards Set (2)	EA. 2.00	Rules	4.00	Rules	4.00
HUNDRED DAYS BATTLES (6)	6.00	Power Counters 8935031/32	3.00	Counters: Ger. Allied	EA. 3.00
Mapboard	4.00	Power Counters 8935035/36	3.00	Scenario/CRT/TEC Card Set	2.00
Rules	3.00	Log Pad	2.50	Panzerleader 1940 Variant Kit	5.50
Counters	3.00	Game Tables Card	1.00	Includes Vol. 15 #2 of the General with counters.	
JUTLAND (6)	13.00	MIDWAY (3)	16.00	RICHTHOFEN'S WAR (5)	14.00
Rules	4.00	Mapboards: Search & Battle	EA. 4.00	Mapboard	8.00
Set of Task Force Cards: TRC/ Gunnery Tables (4)	2.00	Counters: Ship & Battle	EA. 3.00	Rules	2.00
Counters: British, Ger.	EA. 3.00	Rules	4.00	Briefing Manual	2.00
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Maneuver Gauge	1.00	Search Board Screen	1.00	Counters	3.00
Hit Record Pad, Brit., Ger.	EA. 2.50	Coral Sea Variant Kit	6.00	Log Pad	2.50
KINGMAKER (7)	16.00	Includes Counters & Maps		Target Damage Table Sheet	1.00
Mapboard	8.00	Rules Documented in:		Maneuver Cards Set	4.00
Rules	4.00	Wargamer's Guide to Midway	4.50	Richthofen Maneuver Card set comes with rules—for further information see General Vol. 14 #4.	
Counters	3.00	NAPOLEON (3)	14.00	RUSSIAN CAMPAIGN (4)	14.00
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Event Cards Deck	3.00	Rules	2.00	Rules	4.00
Variant Event Cards	4.00	Wooden Counters Set	7.00	Counters	3.00
Variant Event Cards come with rules—for further information see General Vol. 14 #2.		Allied & Fr. Battle Card	EA. 1.00	German O/B Chart	1.00
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Mapboard	4.00	Eastern Mapboard	8.00	SAMURAI (6)	14.00
Rules	3.00	Western Mapboard	8.00	Mapboard	8.00
Counters	3.00	Rules	4.00	Counters	3.00
THE LONGEST DAY (8)	65.00	Scenario Study Folder	4.00	Rules	4.00
Mapboard: A—Cherbourg	3.00	Counters	3.00	Clan Charts (4)	2.00
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C—Saint Lo	4.00	Silesia Org. Display Card	2.00	Mapboard	8.00
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E—Cabourg	3.00	NAVAL WAR (1)	6.00	Counters: American/British	EA. 3.00
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Utility Sheet Round Counters	3.00	ORIGINS (1)	14.00	SOURCE OF THE NILE (5)	15.00
American Counters	3.00	Mapboard	8.00	Mapboard	8.00
British Counters	3.00	Counters: US, BRT, FR, GR, RUS	EA. 3.00	Counters	3.00
German #1 Counters	3.00				

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Strategy/Wargames Continued

Rules	4.00	Organizational Chart Card:		Rules Manual	4.00
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Mapboard: 1,2,3,4	EA. 3.00	Track Card	3.50	VICTORY IN PACIFIC ②	14.00
Rules	4.00	Organization Displays:		Mapboard	8.00
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German Counters	3.00	Chart & Tables		Ship Counters	6.00
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Scenario Card Set	3.00	SUBMARINE ⑧	16.00	American O/B Card	1.00
Expansion Mapboards		Mapboard	8.00	WAR AND PEACE ⑤	16.00
5,6,7,8,9,10,11,12,13,14,15	EA. 3.00	Rules	4.00	Mapboard	8.00
Scenarios A-D, E-I	EA. 3.00	Playing Aids Card Set	2.00	Counter #1, #2, #3, #4	EA. 3.00
Expansion Games see/ Cross of Iron, Crescendo of Doom & Anvil of Victory		Counters	3.00	Campaign Game Card	1.00
SQUAD LEADER TRILOGY ⑨	47.00	Log Pad	3.00	Rules	4.00
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STALINGRAD ②	14.00	Mapboard	8.00	WAR AT SEA ①	10.00
Mapboard	8.00	Counters	3.00	Mapboard	8.00
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Rules	3.00	Weather/Time Record Card	1.00	Counters	3.00
TRC	1.00	CRT	1.00	WAR AT SEA II	9.50
Weather Card	1.00	THIRD REICH ⑩ '81 Revised Edition	16.00	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 Volumes 15, #3, and 13, #3 (only photostatic copy available), and Vol. 14 #4.	
CRT	1.00	Mapboard	8.00	WATERLOO ②	14.00
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Mapboard	8.00	Situation Cards Set (5)	2.00	Counters	3.00
Rules	3.00	Counters: British	3.00	Rules	3.00
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Rules	5.00	German Hit Probability Chart	1.00	Counters	3.00
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STRATEGY																
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	40003	16.00	16K								16K	16K				
	40051	21.00											32K			
	40052	21.00											48K			
	40053	21.00												24K		
	40054	21.00													48K	
	☆ 40055	21.00														
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	40102	16.00				64K	32K	32K				16K				
	40151	21.00											32K			
	40152	21.00											48K			
	40153	21.00												40K		
	40154	21.00													48K	
North Atlantic Convoy Raider	40251	21.00											32K			
	40252	21.00											48K			
	40253	21.00												24K		
Nukewar	☆ 40301	16.00	16K			64K	16K		16K							
	40351	21.00											32K			
	40352	21.00											48K			
Tanktics	41201	24.00	16K	16K	16K		24K									
	41251	29.00											32K			
	41252	29.00											48K			
	41253	29.00												32K		
Dnieper River Line	41701	25.00	32K	32K	32K		48K									
	41751	30.00											32K			
	41752	30.00											48K			
	41753	30.00												48K		
	☆ 41754	30.00														64K
☆ Close Assault	42201	30.00	48K	48K			40K†									
	42251	35.00											48K			
	42252	35.00											48K			
	42253	35.00												48K		
VC	☆ 42601	20.00	16K				32K	16K								
	42651	25.00											32K			
	42652	25.00											48K			
	☆ 42653	25.00												48K		
	☆ 42654	25.00														48K
Fredericksburg	42751	35.00											32K			

GAME TITLE	GAME NO.	RETAIL EACH	With Cassette For:									With Diskette For:				
			TRS-80 I & III	APPLE II, II+ IIe	CBM PET 64*	COMM. 64	ATARI 4/800 1200XL	TRS 80 Color	VIC 20	TI 99	TIMEX/SIN-CLAIR	TRS-80 I & III	APPLE II, II+ IIe	ATARI 4/800 1200XL	IBM PC	COM. 64
Computer Diplomacy	43054	50.00	AVAILABLE JANUARY '84													256K
Legionnaire	43501	35.00					16K									
	43552	40.00											48K			
	43553	40.00												32K		
Under Southern Skies	44352	25.00	AVAILABLE OCTOBER '83										48K			
Paris In Danger	44753	35.00												48K		
T.A.C.	46052	40.00											48K			
	46053	40.00											48K			
	46054	40.00	AVAILABLE OCTOBER '83												64K	
	46055	40.00	AVAILABLE OCTOBER '83													64K
Panzer-Jagd	46653	30.00	AVAILABLE OCTOBER '83										48K			

SCIENCE FICTION

GAME TITLE	GAME NO.	RETAIL EACH	With Cassette For:									With Diskette For:				
			TRS-80 I & III	APPLE II, II+ IIe	CBM PET 64*	COMM. 64	ATARI 4/800 1200XL	TRS 80 Color	VIC 20	TI 99	TIMEX/SIN-CLAIR	TRS-80 I & III	APPLE II, II+ IIe	ATARI 4/800 1200XL	IBM PC	COM. 64
Planet Miners	40451	21.00											32K			
	40452	21.00											48K			
	40453	21.00												32K		
Conflict 2500	40701	16.00	16K	16K	16K		32K									
	40751	21.00											32K			
	40752	21.00											48K			
	40753	21.00												40K		
Voyager	41801	20.00	16K	32K	32K		24K	16K								
	41852	25.00											48K			
	41853	25.00												32K		
	41854	25.00													48K	
Galaxy	41901	20.00	16K	16K	16K		16K									
	41991	25.00											32K	16K		
	41992	25.00											48K	24K		
	41954	25.00													48K	
Andromeda Conquest	42001	18.00	16K	16K	16K*		32K									
	42051	23.00											32K			
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The Alien	43852	28.00											48K			
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Controller Pads	3 for 2.50	Statis Pro Baseball (56,59,61)	20.00 per season
Rhyme of the Overmind	8.00		

SPORTS ILLUSTRATED

GAME TITLE	GAME NO.	RETAIL EACH	With Cassette For:									With Diskette For:							
			TRS-80 I & III	APPLE II, II+ IIe	CBM PET 64*	COMM 64	ATARI 4/800 1200XL	TRS 80 Color	VIC 20	TI 99	TIMEX/SIN-CLAIR	TRS-80 I & III	APPLE II, II+ IIe	ATARI 4/800 1200XL	IBM PC	COM 64			
Computer Statis Pro Baseball	40801	25.00	16K																
	40851	35.00												32K					
	40852	35.00													48K				
Computer Baseball Strategy	41401	17.00	32K	32K	32K		32K												
Computer Football Strategy	☆ 41501	16.00				64K	32K												
	41551	21.00											32K						
	☆ 41553	21.00													32K				
	41554	21.00														64K			
	☆ 41555	21.00																64K	
Rd. Racer/Bowler	42901	15.00			8K		16K†												
Knockout	43301	20.00					16K												
☆ Breakthru	43901	20.00						16K											
☆ Computer Title Bout	44253	30.00	AVAILABLE OCTOBER '83												48K				
☆ Tournament Golf	46552	30.00	AVAILABLE OCTOBER '83												48K				

ARCADE

GAME TITLE	GAME NO.	RETAIL EACH	With Cassette For:									With Diskette For:						
			TRS-80 I & III	APPLE II, II+ IIe	CBM PET 64*	COMM 64	ATARI 4/800 1200XL	TRS 80 Color	VIC 20	TI 99	TIMEX/SIN-CLAIR	TRS-80 I & III	APPLE II, II+ IIe	ATARI 4/800 1200XL	IBM PC	COM 64		
Shootout at the OK Galaxy	41001	20.00	16K	32K	8K		16K	16K										
	41002	20.00					16K		8K									
	41052	25.00												48K				
	41053	25.00													32K			
Guns of Fort Defiance	41301	20.00	16K	32K	16K		32K											
	41351	25.00											32K					
	41352	25.00												48K				
	41353	25.00													48K			
Bomber Attack	☆ 42502	16.00				64K	16K		5K									
Tank Arkade	43101	15.00	16K		8K		16K		5K									
Moon Patrol	44001	25.00					16K											
	☆ 44002	25.00				64K	16K											
☆ S.C.I.M.-M.A.R.S.	44552	26.00												48K				
Vorrak	45053	26.00													48K			
Gypsy	45201	21.00					16K											
	45253	26.00													32K			
Flying Ace	45301	26.00					16K											
	☆ 45302	26.00				64K	16K											
	45353	31.00													32K			

ADVENTURE / FANTASY

GAME TITLE	GAME NO.	RETAIL EACH	With Cassette For:									With Diskette For:					
			TRS-80 I & III	APPLE II, II+ IIe	CBM PET 64*	COMM. 64	ATARI 4/800 1200XL	TRS 80 Color	VIC 20	TI 99	TIMEX/SIN-CLAIR	TRS-80 I & III	APPLE II, II+ IIe	ATARI 4/800 1200XL	IBM PC	COM. 64	
Lords of Karma	40501	20.00	48K	32K	32K*		40K†										
	40551	25.00											48K				
	40552	25.00											48K				
	40553	25.00												40K			
Empire of the Overmind	41101	30.00	48K	48K			40K†										
	41151	35.00											48K				
	41152	35.00											48K				
	41153	35.00												40K			
Telengard	42401	23.00	32K		32K	64K	48K										
	42451	28.00											48K				
	42452	28.00											48K				
	42453	28.00												48K			
	42455	28.00															64K
G.F.S. Sorceress	42801	30.00	48K	48K			40K†										
	42851	35.00											48K				
	42852	35.00											48K				
	42853	35.00												48K			
☆ Parthian Kings	45652	25.00											48K				
☆ Fortress of the Witch King	46152	25.00											48K				

LEISURE TIME / GENERAL SIMULATIONS

GAME TITLE	GAME NO.	RETAIL EACH	With Cassette For:									With Diskette For:					
			TRS-80 I & III	APPLE II, II+ IIe	CBM PET 64*	COMM. 64	ATARI 4/800 1200XL	TRS 80 Color	VIC 20	TI 99	TIMEX/SIN-CLAIR	TRS-80 I & III	APPLE II, II+ IIe	ATARI 4/800 1200XL	IBM PC	COM. 64	
Computer Acquire	40601	20.00	16K	16K	16K		16K†										
	40652	25.00											48K				
Computer Stocks & Bonds	40901	20.00	16K	32K	16K		32K										
	40902	20.00				64K	32K										
	40951	25.00											32K				
	40952	25.00											48K				
	40953	25.00												40K			
Draw Poker	40954	25.00													48K		
	41601	16.00	16K	48K	8K*		16K										
	41652	21.00											48K				
Controller	41654	21.00													48K		
	42101	25.00					16K										
	42152	30.00											48K				
Computer Foreign Exchange	42153	30.00												40K			
	42301	20.00	16K														
Computer Facts In Five																	
	43452	26.00											48K				
	43453	26.00												48K			
☆ T.G.I.F.	43454	26.00													64K		
	45701	20.00				64K	40K										
	45753	25.00												40K			
	45755	25.00															64K

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Humorous and educational game of life in capitalist America. From 2 to 6 players take parts of Workers or Capitalists. **Revised Bookcase Edition.**

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Gameboard	8.00	Power File Envelope	1.00	Price Level Gameboard	5.00
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Rules	1.00	Score Pad	2.50	(3 Packs)	2.00
BALI	6.00	Set of Climate Cards	1.50	Special Crayon	1.00
Rules	1.00	Package of Money	3.00	FACTS IN FIVE	14.00
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Card Game Decks	EA. 5.00	(specify both colors and type)	18.00	Timer	2.00
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Leisure Time Continued

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PUZZLE STICKS[®]

A New Concept from The Avalon Hill Game Company

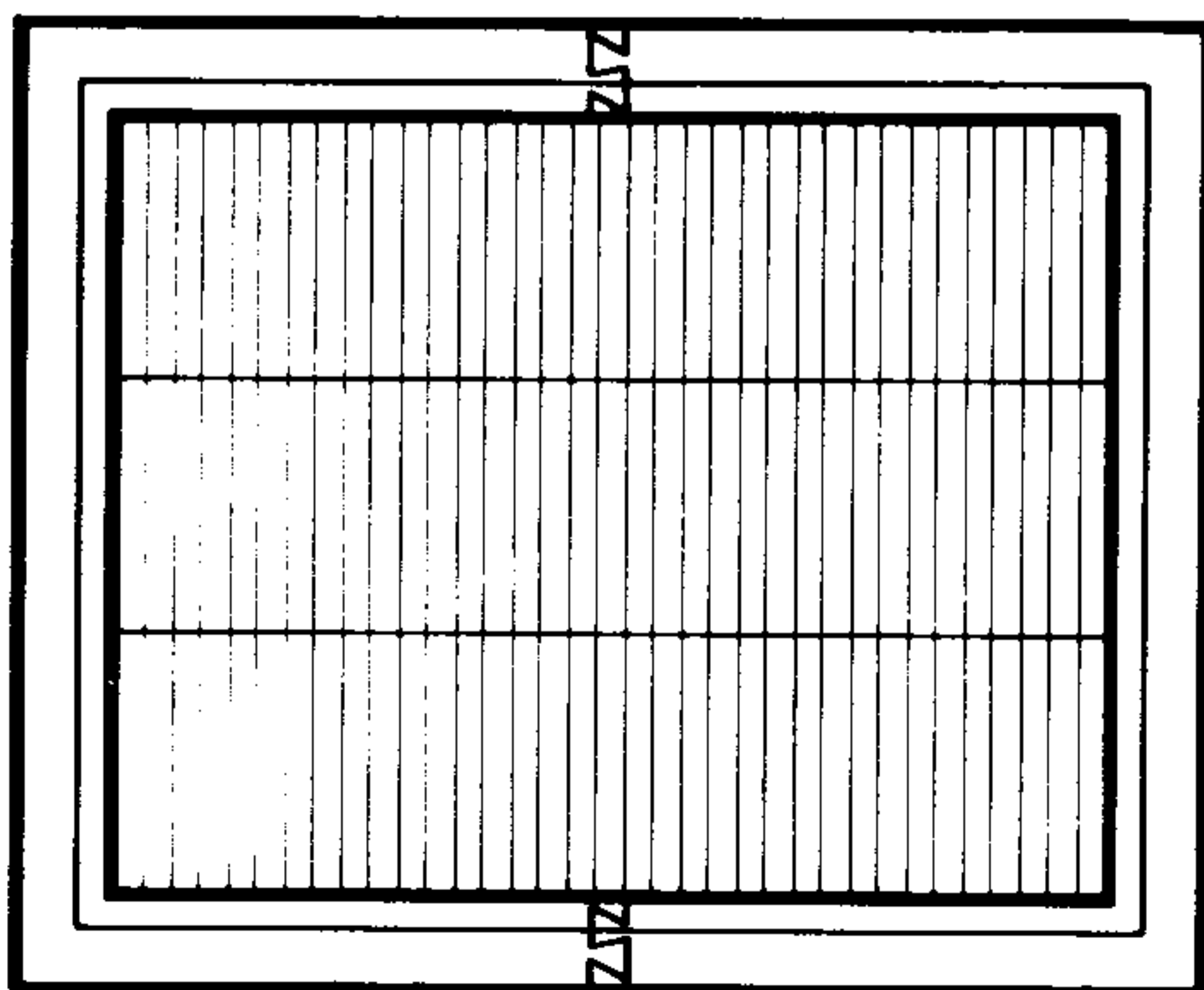
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