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TALES  
FROM

THE  
FLOATING  
VAGABOND

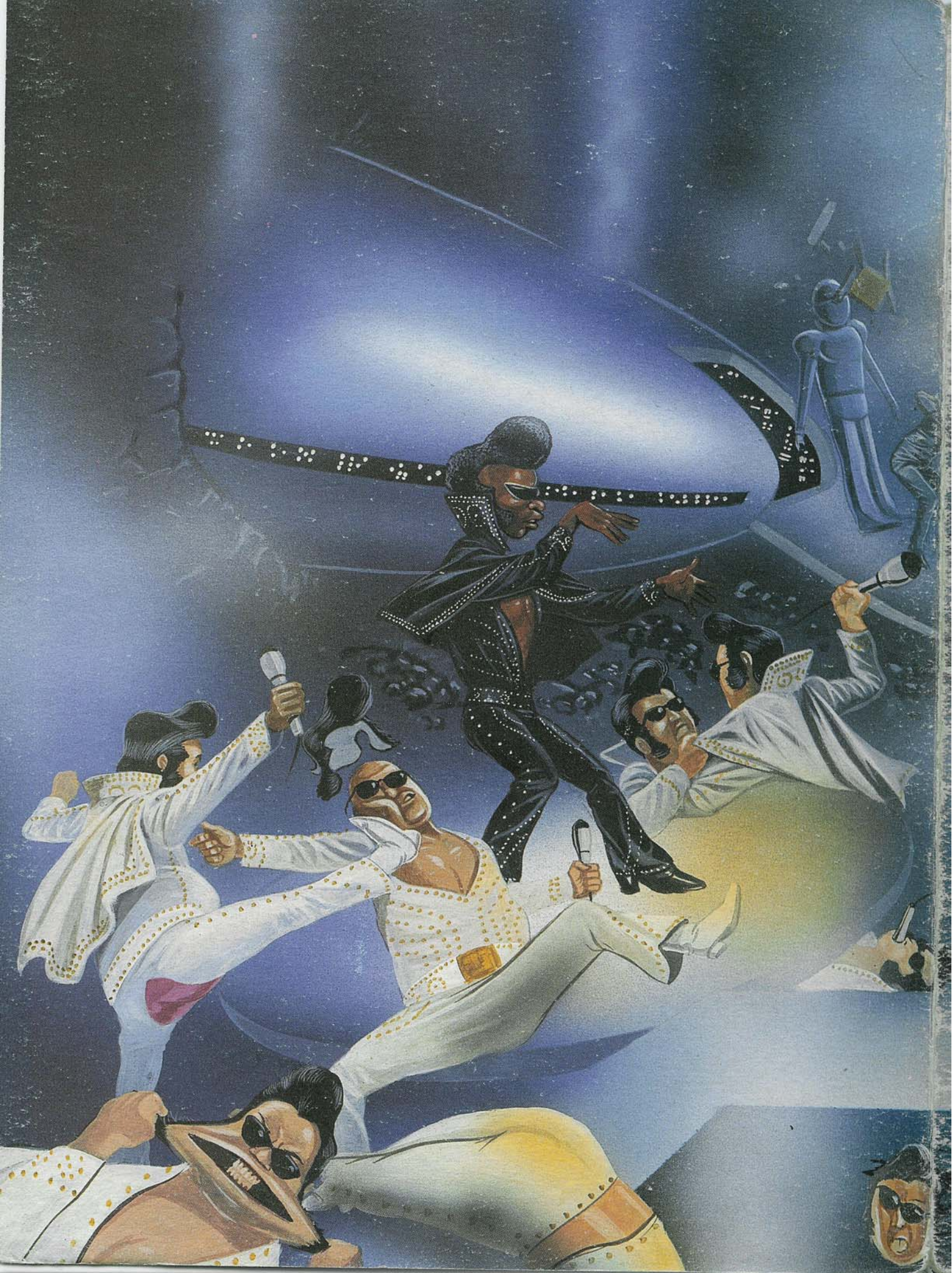
# BAR WARS



## AN AVALON HILL GAME

BAR WARS is The Avalon Hill Game Company's trademark for its Comedy Roleplaying Module for their Tales From The Floating Vagabond game.







## COMBAT SKILLS

Skill	Stat	Cost	Default
Berserker Rage*	STR	200	—
Blow Things Up	SMRT	100	—
Dodge *	NIMB	50	0
Duck*	NIMB	50	—
Gunnery	AIM	100	-4
Fling Primitive Missile	AIM	100	-2
Headbutt	STR	100	-1
Hurt People	STR	100	-2
Hurt People			
Really Badly*	NIMB	200	—
Lob Primitive Missiles	AIM	100	-4
Shoot Things (Gun)	AIM	100	-2
Shoot Things (Big Gun)	AIM	100	-2
Shoot Things			
(Really Big Gun)	AIM	100	-2
Swing Nasty			
Pointy Thing	STR	100	-2
Swing Nasty Pointy			
Thing With Panache	NIMB	100	—
Swing Long Nasty			
Pointy Thing	STR	100	-3
Swing Short Nasty			
Pointy Thing	STR	100	-2
Target Vomiting	AIM	100	—
Throw	AIM	50	-2
Whips & Chains	NIMB	100	-4

\* See Skill Description

## SKILL LEVEL TABLE

Skill Level	Skill Level
Skill Level	Modifier
Dabbler	+1
Hack	+2
Expert	+3
Professional	+4

## SKILL TEST TABLE

Skill Test	Difficulty	Level Table
Pitifully Easy	(d4)	
Easy	(d6)	
Normal	(d10)	
Hard	(d20)	
Very Hard	(d30)	
Nigh Impossible	(d100)	

## MISCELLANEOUS SKILLS

Skill	Stat	Cost	Default
Cast Spells * #	SM	400	—
Notice Detail	AIM	100	0
Notice Obvious	CS	100	0
Sneak Around	NIMB	100	-2
Survival	CS	200	-3
Track With Un-			
nerving Accuracy	CS	100	-3

\* This skill is only taken one level at a time.

## KNOWLEDGE SKILLS

Skill	Stat	Cost	Default
Abnormal Physic	SMRT	100	—
Calculate	SMRT	100	-2
Deduce	CS	200	-1
Fiddle With			
Electronic Gadgets	SMRT	100	—
First Aid	SMRT	100	-3
Human			
Encyclopedia <sup>1</sup>	SMRT	300	—
InventI	SMRT	300	—
Medicine*	SMRT	200	—
Mess With			
Dangerous Goo	CS	100	—
Physics	SMRT	100	—
Psychoanalysis	CS	200	—
Specific Knowledge <sup>2</sup>	SMRT	100	—
Trivia	SMRT	100	0

1 This skill can be taken one level at a time.

2 Specify type

\* See description

## RANDOM SHTICK CHART

Die Roll	Shtick
1	Schwarzenegger Effect
2	Rambo Effect
3	Flynn Effect
4	Roy Rogers Effect
5	Trench Coat Effect
6	Newton Effect
7	Merlin Effect
8	Valentino Effect
9	Bylaw Effect
10	Murphy Effect
11	Howard, Fine & Howard Effect
12	John Doe Effect
13	Rogers & Hammerstein Effect
14	Dolittle Effect
15	"I'd Take a Miracle" Effect
16	Escher Effect
17-19	Roll again: odd; Sidekick *, even; Archenemy *
20	Determined in Play

\* If either of these Shticks is

rolled, you may buy another.

## PHYSICAL SKILLS

Skill	Stat	Cost	Default
Acrobatics	NIMB	100	-3
Break Things	STR	50	0
Chase Cars	NIMB	100	—
Climb	(NIMB+STR)/2	100	-4
Drive Vehicle* (NIMB+AIM)/2		50	—
Juggle	NIMB	100	—
Jump	STR	100	0
Lift Things	STR	100	0
Operate Heavy Machinery	AIM	100	—
Pick Lock	AIM	100	-5
Pick Pocket	NIMB	100	-5
Power Drinking	STR	100	—
Run Real Fast	NIMB	50	0
Sports*	(NIMB+STR)/2	100	-1
Swim	STR	50	-1

\* Specify type

## FIRST AID DIFFICULTY

Damage as % of	Oops! Point Total
25% or less	25% or less
25% - 50%	25% - 50%
51% - 75%	51% - 75%
76% or higher	76% or higher

## DROWNING DAMAGE TABLE

Substance
Water
Mud
Oil
Molten Trask Confection
Tech Chocolate Fudge
Quicksand
Trask Model Glue
Weak Acid
Tar
Strong Acid
Molten Gold

## PSYCHOANALYSIS DIFFICULTY & RESULT TABLE

State of Mind	Cure
Very Together	Redundant
Normal	d6
Neurotic	d10
Deluded	d20
Bonkers	d30
Totally Buggo	d100

## SINGULARITY RANDOM EFFECTS

Roll	Result
1-20	5 intoxicant points
21-3	10 intoxicant points
31-45	imbiber falls unconscious
46-60	instantly Blotto
61-70	instantly Soaked
71-75	one Stat (Bartender's) for d20 turns
76-78	all physical Stats go up
79-80	all mental Stats go up
81-85	one Stat goes down or
86-88	all physical Stats go down
89-90	all mental Stats go down
91	hair grows all over the
92	skin turns a different color
93	clothes come alive and
94	turns a past life persona attached to yourself on you, but you
95	an extra arm grows from
96	personality switches to
97-98	d10 turns
99-100	roll again twice
	roll again three times

## SOCIAL SKILLS

Skill	Stat	Cost	Default
Belching			
for Effect	STR	100	-4
Con	SMRT	100	-2
Fast Talk	COOL	100	-2
Gamble (COOL+LUCK)/		100	-3
Intimidate	COOL	100	-1
Look Good			
at All Times	COOL	100	—
Look Like			
Stereotype*	COOL	100	—
Make Wise-			
ass Remark	COOL	100	—
Mix Drinks	CS	100	—
Party Like a			
Madman (COOL+STR)/2		100	-2
Play Instru-			
ment (NIMB+SMRT)/2		100	—
Raise Children to			
be Responsible			
Adults Instead of			
Game Designers	CS	200	-5
Seduce	COOL	100	-1
Sing	COOL	100	-3

\* Specify type.



## MESS WITH DANGEROUS GOOP RESULT TABLE

First Aid Skill Test	d20 Roll	Result
Difficulty Level	1-10	The concoction bubbles, fizzes, or smokes colorfully, but there is no noticeable effect.
Easy (d6)	11-12	Noxious fumes billow forth: make a Hard STR Test or take d6 Oops! Points.
Normal (d10)	13	A new life form rises out of the test tube and begins to picket against you for unfair treatment of plasmoids, then wanders off to find a civil rights group to get behind it.
Hard (d20)	14	You create a deadly poison. Any character who drinks/touches/breathes it must make a Very Hard STR Test or die.
Very Hard (d30)	15	You create a very powerful intoxicant, worth 2 Intoxicant points.
	16-17	Ka-Blooney! A massive explosion rocks the lab and everyone nearby takes 2d6 Oops! Points and looks rather silly because they're covered in soot and their clothes are burnt.
	18	You create an invisibility formula. Unfortunately, the first thing it did was to turn the container invisible, so you can't find it.
	19	Your mixture is a potion with effects similar to those shown in whichever old, campy sci-fi movie the Bartender has seen most recently
	20	Something Extremely Weird happens. Just what is up to the Bartender.

### Additional

#### Damage

D4/2

D6/2

D6/2

D6/2

D4

D6

D6+2

D6+2

D6+6

5D6+6

### Drive Insane

d100

d30

d20

d10

d6

Redundant

## DRINKING TABLE

Sobriety Level	Die Type	Modifier to SMRT, CS, AIM, and NIMB
Sober	0	0
Happy	d4	-1
Tipsy	d6	-2
High	d10	-3
Wasted	d20	-4
Blotto	d30	-5
Soaked	d100	-6

## EXPERIENCE POINT TABLE

Points	Achievement to Earn Points
-10	Poor roleplaying. For every time the Bartender must pull the patrons fat from the fire
1	For each Sawbuck retained at the end of the adventure
5	A good idea that has no results whatsoever. Decent roleplaying
10	Good Roleplaying. A good idea that helps to accomplish the overall goal
20	Excellent roleplaying. An Excellent idea that nearly accomplishes the overall goal in and of itself. Through good roleplaying, making everyone including the Bartender laugh to the exclusion of all else. For getting, and subsequently losing a special item (a transphere, etc.).
30	Roleplaying beyond the call of duty. Making every one laugh frequently through good roleplaying. For retaining a special item at the end of the adventure.
50-100	A fairly easy adventure
100-200	A fairly tough adventure
200-300	A very tough adventure
300-500	An adventure that is actually a threat to the very fabric of reality due to its sheer toughness
1000	Destroying the Universe

## MISSILE WEAPONS TABLE

Weapon Name	Type	Shots	Mass	Cost	Notes
Rock	ROCK	2	Sml	-	-
Militech Hand Grenade	ROCK	2	Sml	2S	yes
Wartoy Smoke Grenade	ROCK	2	Sml	2S	yes
Militech Flash Grenade	ROCK	2	Sml	4S	yes
Guttem Cutedeath Grenade	ROCK	2	Sml	2C	yes
Slingshot	PMC	1/2	Sml	2S	-
Bow	PMC	1	Med	1C	-
Crossbow	PMC+1	1/2	Med	1C, 8S	-
.38 Special	GUN	1	Sml	2C, 5S	-
.45 Automatic	GUN	2	Sml	4C	-
Smith & Wesson .44 Magnum	GUN+1	1	Sml	6C	-
Wartoy Zap-a-Gun	GUN	3	Sml	5C	yes
Guttem Laser Luger	GUN	1	Sml	4C	yes
Militech Laser-Blaster	GUN+1	1	Sml	7C	yes
Wartoy Particle Charger Rifle	GUN	1/2	Sml	1G	yes
Rifle	BGUN	1/2	Med	3C	-
Militech G-13 Bang Maker	BGUN	5	Med	4C	yes
Elephant Gun	BGUN+1	1/3	Med	3C	-
Shotgun	BGUN-1	1	Med	1C, 5S	yes
Thompson Submachine Gun	BGUN	3	Med	3C	-
Automatic Shotgun	BGUN-1	3	Med	1G	yes
Wartoy Laser Rifle	BGUN	1	Med	8C	-
M-60 Machinegun	RBGUN	5	2 Med	7	-
Militech G-23 Dockworker	RBGUN	3	2 Med	5C	yes
Militech G-10 Thumpgun	RBGUN	2	2 Med	8C	yes
Bazooka	RBGUN+2	1/3	2 Med	8C	yes
Wartoy Mega-Zooka	RBGUN+3	1/3	2 Med	1G, 7C	yes
Wartoy Laser Cannon	RBGUN+2	2	3 Med	5G	yes
Guttem Housecleaner Flamethrower	RBGUN	1/2	2 Med	1G	yes
Stinger Surface-to-Air Missile	RBGUN+4	1/2	Med	1G	yes
Militech Missile System	RBGUN+8	1/3	2 Med	3G	yes
Howitzer	IBGUN	1/5	V Lg	10G	-
Militech G-47 Townbeater	IBGUN	1/4	V Lg	15G	yes
Wartoy Particle Cannon	IBGUN	1/4	V Lg	25G	yes
Militech G-50 Pounder	MYGOD	1/5	Huge	20G	yes
Guttem Orbital Rail Gun	MYGOD	1/10	Huge	2CM	yes
Wartoy Planetkiller Defense System	DPTM	1/20	Gigan	100CM	yes

## RATE OF EXCHANGE

8 bits (b) =	1 Buck (B)
10 Bucks =	1 Sawbuck (S)
10 Sawbucks =	1 C-Note (C)
10 C-Notes =	1 Grand (G)
1000 Grand =	1 Cool Mil (CM)

## EFFECTS TABLE

conscious for 2d10 turns

er's choice) goes up one

o up one for d20 turns

up one for d20 turns

n one for d20 turns

o down one for d20

down one for d20 turns

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### MISCELLANEOUS EQUIPMENT

### HAND-TO-HAND WEAPONS

### BOOZE

Equipment Name	Mass	Cost	Notes	Weapon Name	Type	Mass	Cost	Notes	Alcoholic Beverage	Intoxicant Points
Militech Laser Targeting System	3 Sml	1 G	yes	Brass Knuckles	FIST+1	Lit	1 S, 5 B	-	Milk	0
Wartoy Target Tracking System	3 Sml	6 C	yes	Electro-knux	FIST+3/+10	Lit	8 S	yes	Coffee	-2
Swiss Army Knife	Lit	5 S	-	Dagger, knife,					Beer	.1
Really Cool Shades	7 Tiny	1 C, 5 S	-	switchblade	SNPT	Sml	2 S	-	Lite Beer	.05
Junior Spy Elite				Whip	LNPT	5 Sml	5 S	-	Whiskey (shot)	.5
Surveillance Kit	Med	1 G	yes	Chain	NPT	Med	2 S	-	Whiskey (bottle)	20
So You Want To Be a Mad				Sword	NPT	Med	5 C	-	Wine (glass)	.3
Scientist? Chemistry Set	3 Med	6 C	yes	Axe	NPT	Med	1 C	-	Wine (bottle)	3.6
Bzzzzt Hand-Held				Acme Switchblade					Vodka (glass)	.8
All-Purpose Gadget	Med	4 C	yes	Battle Axe	NPT	Med	2 C	-	Tequila (glass)	.8
Console Bzzzzt	6 Med	1 G	yes	Fencing Sword	NPT	Med	1-6 C	-	Gin (glass)	.6
Full-Size Bzzzzt	Lg	5 G	yes	Cheap Fencing					Goltranian Goat's Milk	1
Running Shoes	2 Sml	4 S	-	Sword	NPT	Med	4 S	yes	Old Time Warp	1
50' Hemp Rope	3 Med	5 B	yes	Craftsman					Essence of Fuzzy Things	1
50' Nylon Rope	Med	2 S	yes	Chainsaw	NPT+2	2 Med	1 C, 5 S	yes	B-52	2
50' Steel Cable	8 Med	8 S	yes	Militech					B-2	2
Trask Monocoil	3 Sml	5 C	yes	Vibrosword	RNPT	Med	8 C	-	Kamikaze	1.5
WARP Evercord	Sml	8 C	yes	Guttem Sonic					White Russian	2
Burglar Tools	Sml	2 C	yes	Slicer	RNPT	Med	8 C	yes	Fuzzy Navel	1.5
Backpack	4 Med*	7 S	-	Wartoy Screamer	RNPT	Med	1 G	yes	Brain	2
WARP Grav-Assisted Carryall	6 Med*	1 G	yes	Spear	LNPT	Med	5 S	-	Tequila Sunrise	2
Camera	2 Sml	2 C	-	Guttem Extend-					Harvey Wallbanger	2
Trask Extra-Dimensional				o- Spear	LNPT	Sml	2 C	yes	Vile Yellow Stuff	3
Tracking Device	4 Med	3 C	yes	Weedeater	LNPT	2 Med	2 C	-	Noxious Green Stuff	3
WARP Virtual Locator	7 Med	8 C	yes	Pole-arm	LNPT	Med	3 C	-	Mysterious Blue Stuff	3
WARP Universal Translator	2 Med	3 C, 4 S	yes						Scary Red Stuff	3
WARP Time-Stream Compass	3 Sml	2 S	yes						Volcano	5
WARP Time-Stop Envelope	2 VLg	1 CM	yes						Blue Nova	5
									Cortian Snake Charmer	5
									Lead Sap	5
									Smelly Sock	5
									Singularity	see note

### COMBAT TABLE

Max	Hit		
Weapon Type	Bonus	Damage	Range
Fist	+1	d3	Point Blank
Educated Fist *	+1	d6	Point Blank
Headbutt	-	d4	Point Blank
Short Nasty Pointy Thing	-	d6-1	Close
Nasty Pointy Thing	-	d6	Close
Long Nasty Pointy Thing	+1	d6+1	Close
Really Nasty Pointy Thing	+2	d6+3	Close
Thrown Rock	-	d3	Near
Primitive Missile	-	d6	Far
Gun	+1	d6+1	Pretty Far
Big Gun	+2	d6+3	Real Far
Really Big Gun	+2	d6+5	Real Far
Incredibly Big Gun	+3	d10+5	Hand Me
My God That's a Big Gun	+5	d30+10	See ThatDot?
Don't Point That at My Planet	+10	10d100+100	1AU

### RANGED COMBAT MODIFIERS

Range	Modifier
Point Blank	+1
Close	0
Near	-1
Pretty Near	-2
Far	-3
Pretty Far	-4
Real Far	-5
Hand Me The Binoculars	-6
See That Dot?	-10
Cover & Movement	Modifier
Partially Obscured <sup>1</sup>	-2
Half Hidden <sup>2</sup>	-4
Target Moving	-4
Firer Moving	-5
Both Target and Firer Moving	-8
Called Shot <sup>3</sup>	-4

<sup>1</sup>View of the target is obscured by some form of light cover (bushes, moving people, picket fence, asteroid shower).  
<sup>2</sup>View of the target is obscured by some form of heavy cover (4' wall, computer console, car, planet).  
<sup>3</sup>This even applies to shots taken using the Roy RogersEffect.

### HAND-TO-HAND DAMAGE

STR Stat	Damage Bonus
1	0
2	0
3	+1
4	+1
5	+2
6	+3
7	+4

### RANGED WEAPONS

Weapon Type	Distance Multiplier
Really Big Gun	x 3
Incredibly Big Gun	x 10
My God That's a Big Gun	x 30
Don't Point That at My Planet	x 100

### INTIMIDATE ON BONUS

- 1 Gun / Nasty Pointy Thing
- 2 Big Gun / Long Nasty Pointy Thing
- 3 Really Big Gun
- 5 Incredibly Big Gun
- 10-1 My God That's a Big Gun
- 50 Don't Point That at My Planet

\*Hurt People Really Badly skill required.



## VEHICLES

Cost	Notes	Vehicle	Max		Oops!					Notes
			MPH	Terrain	Cost	Points	Armor	Mass	Cap.	
4b	-	Bicycle	15	L/R	1 C	3/1	0	3 Med	2 Med	-
2b'	-	Moped	40	L	2 C	3/1	0	3 Med	2 Med	-
1B	-	Motorcycle	90	L	6 G	6/2	0	Lg	3 Med	-
1B	-	Horse*	30	L/R	5 C	18	0	4 Lg	Lg	-
1B, 5 b	-	'57 Chevy	75	L	7 C	25/8	2	V Lg	Lg	-
1S, 5 B	-	-	-	-	-	-	-	-	-	-
1B, 5 b	-	Nice Car	120	L	10 G	25/8	2	V Lg	Lg	-
1S	-	Jeep	100	L/R	8 G	25/8	1	V Lg	Lg	-
1B, 5 b	-	Limo	100	L	20 G	30/10	2	2 V Lg	2 Lg	-
1B, 5 b	-	Sports Car	180	L	20 G	18/6	1	V Lg	5 Med	-
1B, 5 b	-	M-1 Tank	40	L/R	75 G	75/25	10	4 V Lg	Lg	yes
2B	-	Rowboat*	5	W	8 S	5/2	0	Lg	5 Med	-
2B	-	Canoe*	10	W	1 C	3/1	0	Lg	5 Med	-
2B	-	Motorboat	40	W	6 G	9/3	1	V Lg	2 Lg	-
1B	-	Speedboat	60	W	20 G	12/4	1	2 VL	Lg	-
3B	yes	Houseboat	40	W	30 G	25/8	2	4 V Lg	V Lg	-
3B	-	Sailboat	15	W	15 G	9/3	1	V Lg	3 Lg	-
3B	-	Personal	-	-	-	-	-	-	-	-
3B	-	Submarine	25	W	2 CM	40/13	4	V Lg	Lg	-
3B	-	Submarine	30	W	20 CM	100/30	5	Hge	V Lg	yes
3B	-	Sopwith	-	-	-	-	-	-	-	-
3B	-	Camel	120	A	5 C	12/4	1	V Lg	Lg	yes
3B	-	Private Plane	160	A	3 G	15/5	1	V Lg	2 Lg	-
3B	-	Seaplane	150	A/W	3 G	15/5	1	2 V Lg	2 Lg	-
3B	-	Fighter Plane	2000	A	20 CM	45/15	2	5 V Lg	2 VLg	yes
3B	-	Acme Rocket	-	-	-	-	-	-	-	-
4B	-	Boots	2000	A/S	8 C	5/1	0	2 Med	Man	yes
4B	-	Acme Rocket	-	-	-	-	-	-	-	-
4B	-	Sled	2000	A/S	1 G	5/2	0	Lg	1Lg	yes
4B	-	Wartoy Close	-	-	-	-	-	-	-	-
4B	-	Escort	30C	S/A	30 CM	200/65	15	Hge	3 VLg	-
1B	yes	Travtech Personal Shuttle	10C	S/A	20 CM	100/33	76	VLg	1 VLg	-
		Trask Freighter	10C	S/A	40 CM	150/45	10	Gig	8 Hge	-
		WARP Portal Generator	-	-	D	-	-	-	-	-
		Travtech AT-MD-TV	-	-	L/R/S/D/T	1 CM	-	-	-	yes
		WARP AT-AR-RV	-	-	L/R/S/D/T	1 CM	-	-	-	yes
		WARP Transphere	-	-	All	100 CM	-	-	-	yes

## MASS CATEGORY TABLE

Mass Category	Sample Items	Oops! Point Range
Tiny	coin, bullet, pencil, key, credit card	less than 1
Little	cigarette pack, computer disk, wallet	less than 1
Small	calculator, Short Nasty Pointy Thing, Gun, Thrown Rock, grenade	1 or less
Medium	briefcase, boom box, Nasty Pointy Thing, Really Nasty Pointy Thing, Long Nasty Pointy Thing, Big Gun, Really Big Gun, home computer	2 - 5
Large	console Tri-V, motorcycle, 55 gallon oil drum (full), thick door	10 - 15
Very Large	Car, Cargo Module, WARP AT-AR-RV, Incredibly Big Gun, concrete slab	25 - 75
Huge	Boeing 727, My God That's a Big Gun, small road bridge	100 - 250
Gigantic	Trask Tower, Brooklyn Bridge, Star Cruiser, Don't Point That at My Planet, Trask Freighter	500 - 1,000
Verging on Black Hole	planets, moons, asteroids	2,000+

\* With the exception of the Verging on Black Hole category (which is thousands of times larger than Gigantic), each mass category on the table is equal to ten items of the next smaller category. Thus, 10 Medium Items are equal to 1 Large item, and 10 Large items are equal to 1 Very Large item.

## THINGS THAT GO BANG IN THE NIGHT

Weapon Name	Mass	Oops!			Notes
		Points	Cost	Notes	
Blasting Powder	4 Sml*	3	1 S	-	
Nitroglycerine	4 Sml*	5	2 S	Yes	
TNT	4 Sml*	5	4 S	-	
Plastique	4 Sml*	9	7 S	Yes	
Trask Null- Dimensional Implosive	3 Med	see note	100 G	Yes	
1 Kiloton Nuke	4 Med*	3D100	1 CM	Yes	
SystemSmasher Anti-Matter Bomb	Lg	100,000	see note	Yes	

\*These are the standard size blocks/sticks/containers of the explosives. To cause greater destruction and mayhem, just add a bunch of them together.

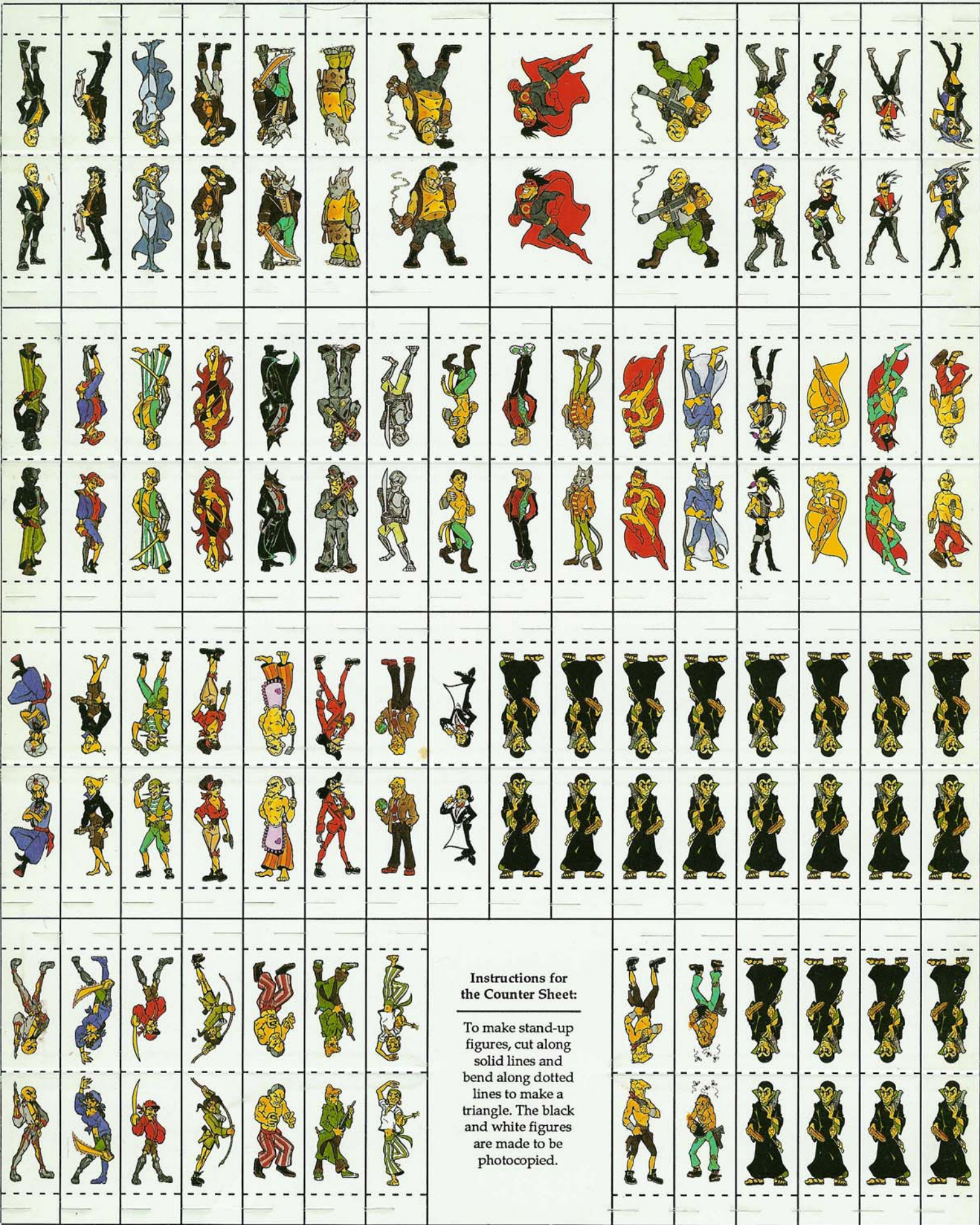
## TERRAIN ABBREVIATIONS

L = Land    S = Space  
 R = Rough    T = Time  
 W = Water    D = Dimension  
 A = Air    All = All

## THINGS TO PROTECT YOU FROM THOSE THINGS

Armor Type	Value	Cost	Mass	Notes
Leather Jacket	1	1 C, 5 S	3 Sml	-
Trench Coat	1	2 C, 4 S	5 Sml	-
Leather Armor	1	3 C	Med	-
Chain Mail	3	5 C	5 Med	-
Bulletproof Vest	5	6 C	2 Med	-
Breastplate	5	8 C	6 Med	-
Plate Armor	6	1 G	9 Med	-
Space Suit	1	G, 5 C	3 Med	yes
Starline Personal Armor	4	2 G	2 Med	yes
Wartoy Battle Armor	10	1 CM	2 Lg	yes
WARP Phase Field	4	30 G	Med	yes
WARP Personal Force Field	1	5	Med	yes
Shield	1	5 S	2 Med	yes
Plexiglass Shield	1	1 C	Med	-
Starline Power Shield	2	5 C	Lit	yes



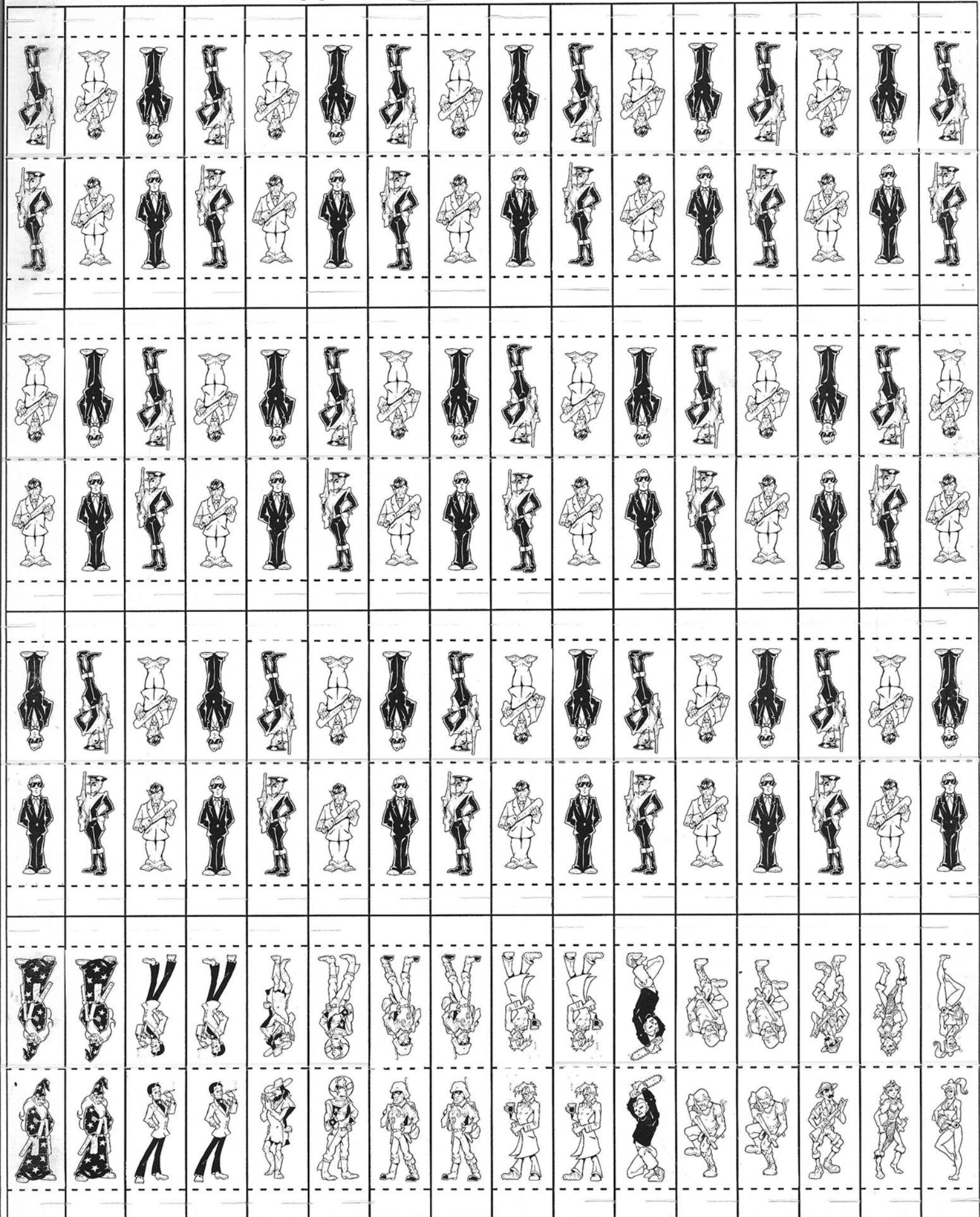


**Instructions for the Counter Sheet:**

To make stand-up figures, cut along solid lines and bend along dotted lines to make a triangle. The black and white figures are made to be photocopied.



Before cutting apart counters on reverse side, xerox this side for additional Figures.





Booths



Video Games



The Avalon Hill Game Company

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DANCE Floor

FLOATING VAGABOND

Window

Front Door



Juke Box



RESTROOMS

DART BOARD

DOOR

DOOR

BAR

THE CASTING



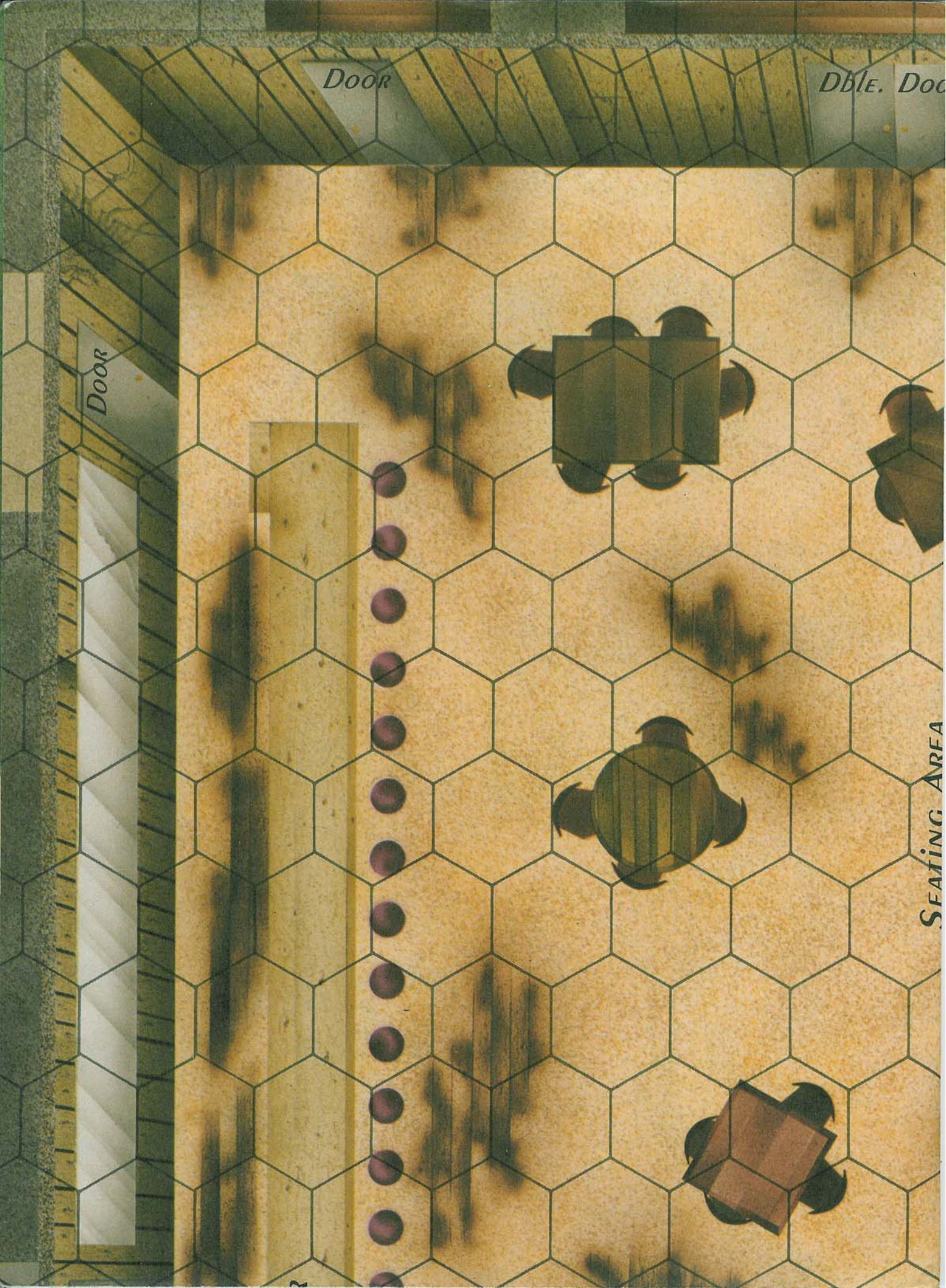


Door

Dble. Door

Door

SEATING AREA





A.R.P.  
PORTAL  
GENERATOR



Window

1 Hex = 1 yrd.

STAGE

DOOR





Stockroom

Bar





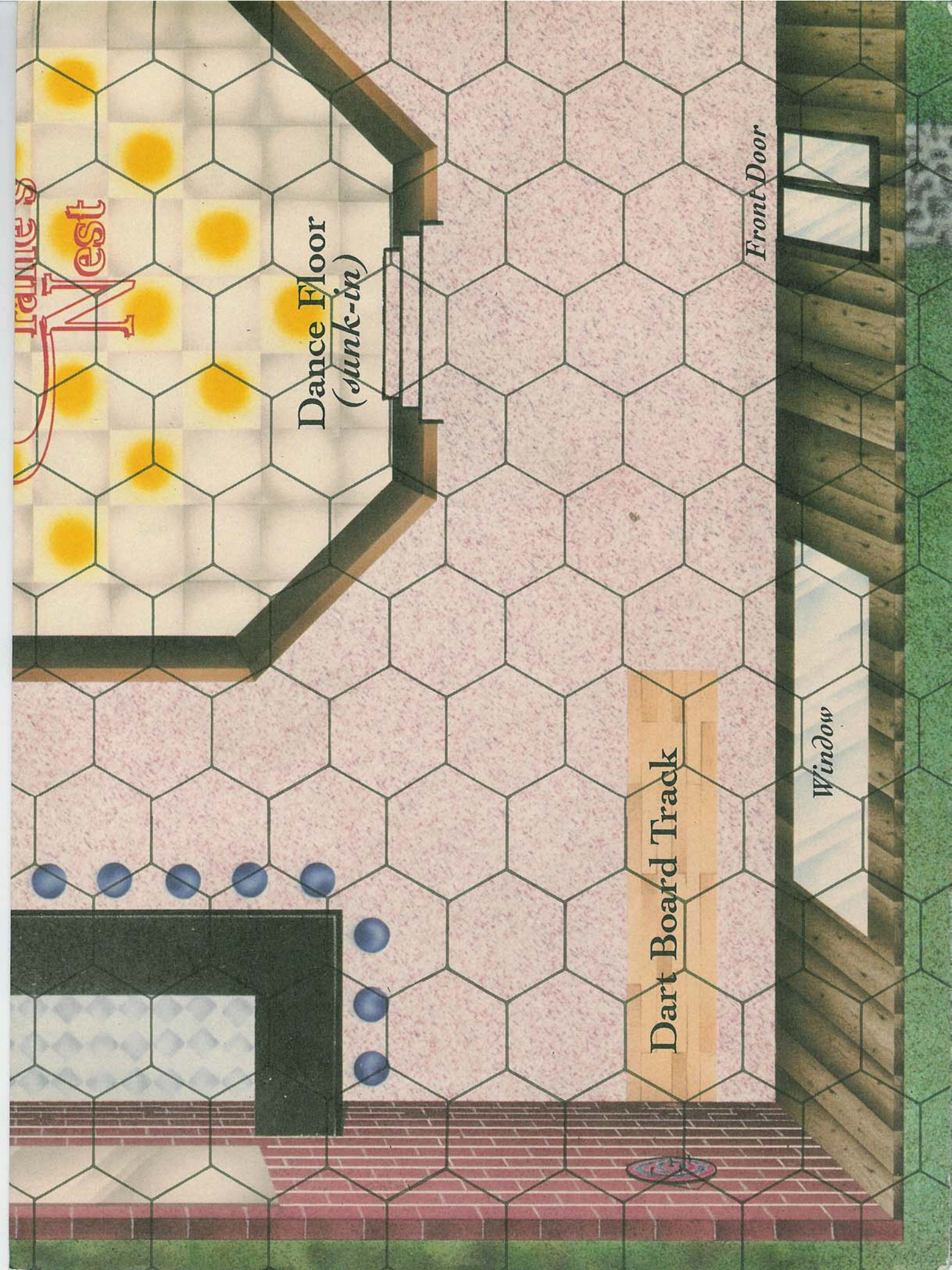
Frame &  
Nest

Dance Floor  
(*sunk-in*)

Front Door

Dart Board Track

Window





Seating Area

Window

Window



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Private

1 Hex = 1 yrd.

Restrooms

Pool Tables

