

NUMBERED CIRCLES REPRESENT STRATEGY GAME COMPLEXITY ON A SCALE OF 1 TO 10.

The Avalon Hill Games/Parts Price List

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.

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.) 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**".

CATALOGS ON LATEST NEW GAME INFORMATION: Specify wargames, sports games, or leisure time games. **EA. \$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.



PUZZLE STICKS



A New Concept from The Avalon Hill Game Company

What in the world are PUZZLE STICKS?

PUZZLE STICKS are the only new puzzle idea to be patented in several decades! They're a bundle of intriguing sticks with a mysterious code on both sides. To solve one of these multi-solution puzzlers calls for a keen sense of perception. Your eye must single out related shadings and density of print. To make a whole out of seemingly unrelated parts containing minute bits of information is the challenge. Each individual stick is almost exactly alike. Since each puzzle has more than one solution, the **PUZZLE STICKS** player must soon decide which picture to attempt first. And once complete, the picture on the other side might be hopelessly scrambled. An interlocking frame is included in each package.

We believe this to be just the sort of challenge demanded by Avalon Hill devotees; namely mind benders that are ambiguous, paradoxical, perplexing and deceptive, yet colorful and complex.

Each **PUZZLE STICK & PUZZLE STICK GAME** comes complete with box, rules, puzzle and interlocking frame.

★ GIBSON GIRLS

Two drawings of the late famous American artist, Henry Dana Gibson, have been transformed into optical illusionary works. See if you can find these beauties amongst the scrambled sticks.

PRICE

\$6.00

★ PRESIDENTIAL MUNCHIES

Gone are the years of the humble jelly bean, thanks to the American voters! What's that peanut doing in the jar of jelly beans?

\$6.00

★ HANDSCAPES

With this montage of entangled hands, the trick is to get the correct fingers on the correct hands.

\$6.00

★ AUGUST FRUIT

Two bowls of fruit. Your job is to determine which fruit goes into which bowl.

\$6.00

★ WIND, WHEELS, & STEAM PUZZLE STICK GAME

Six strikingly beautiful antique vehicles are hiding among a bundle of mysterious two-sided sticks to provide the most stimulating challenge any puzzle could offer.

\$6.00

★ THE BUCK STARTS HERE PUZZLE STICK GAME

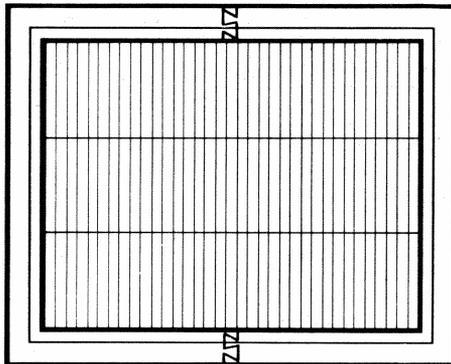
Put the dollar bills together and add them up. Now improve on it. And again. There are 3 different solutions.

\$6.00

★ PUZZLE STICK POKER GAME

A bundle of two-sided sticks becomes two community poker hands usable in a variety of poker games.

\$6.00



Fantasy

SCIENCE FICTION GAMES

AMOEBAS WARS ①

The amoebas came, as big as planets; they engulfed anything that strayed into their path. The Empire collapsed, and the few survivors created small federations on planets where the Space Lords rose to power. Each has the same goal—to recapture the inner systems and return the galaxy to peace and order, and destroy the Space Amoebas.

PRICE
\$16.00

PARTS
Mapboard: 8.00
Counters: (2) each 3.00
Rules: 3.00
Player Aid Card Set: 2.50
Power Rating Card: 2.50

ALPHA OMEGA ④

Play this game of futuristic space warfare where space vehicles vary in size, speed, and combat ability. **You** must maximize all of your advantages and capabilities in this exciting duel to determine the supremacy of the races of **ALPHA OMEGA**.

\$14.00

PARTS
Mapboard: 8.00
Rules: 3.00
Ship Counters: 3.00
Identification Counters: 3.00
Log Pad: 2.50
Game Tables Card: 1.00

CONFLICT 2500

(See Microcomputer Games Section)

\$15.00 on Cassette
\$20.00 for Diskette

DUNE ③

Dune alone is the source of melange, a spice that prolongs life by preventing aging and is essential to all space navigation. Whoever controls Dune has the power to rule the universe, but he must be prepared to meet the giant worms, "Shai-Hulud", and others who would take the spice for themselves. A recreation of the Dune Trilogy by Frank Herbert and of the movie soon to be released.

\$16.00

PARTS
Mapboard: 8.00
Rules: 3.00
Leader Counters: 3.00
Spice & Combat Counters: 3.00
Character Shields: (Specify Character) each 1.0
Player Aid Pad: 3.00
Combat Wheel w/Pin: 1.50
Spice/Treachery Cards Set: 3.00

EMPIRE OF THE OVERMIND

(See Microcomputer Games Section)

\$30.00 on Cassette
\$35.00 on Diskette

LORDS OF KARMA

(See Microcomputer Games Section)

\$20.00 on Cassette
\$25.00 on Diskette

MAGIC REALM ⑨

Enjoy the most beautiful graphics available in this role playing game for 1-16 players. **YOU** control where your character will go, what he will try to do, and how he will handle himself in combat. **YOU** will fight monsters and other characters, hunt for treasure and special powers, and try to survive to enjoy your achievements. The board, monsters, and treasures are set up differently each game. A fight can last for one blow or many depending on **YOUR** strength, fatigue, tactics, and luck. A game 2 years in the making.

\$16.00

PARTS
Boards:
Specify Elf, Fabulous, Myriad, Witch each 3.00
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

PLANET MINERS

(See Microcomputer Games Section)

\$15.00 for Cassette
\$20.00 on Diskette

STARSHIP TROOPERS ⑤

Imagine yourself as one of the Terran Federation Troops on some far away planet many years in the future doing battle with the Skinnies and the Arachnids. The Arachnids are giant spiders who live in a communal life similar to an ant or bee colony but directed by the Brains found deep within the colony. Skinnies are the humanoid race, first your enemy, later your ally in the fight against the Arachnids. A re-creation of Robert A. Heinlein's book of the same title.

\$16.00

PARTS
Mapboard: 8.00
Rules: 3.00
Alien Counters: 3.00
Terran Counters: 3.00
Map/Roster Pad: 2.50
CRT: 1.00

UFO ①

Suddenly the heavens are filled with unidentified lights and glowings, and **YOU**, as the Earth player, must find the flying saucers hidden among them... while they, unseen, shoot down your ships.

\$6.00

PARTS**Mapboard:** 6.00**Rules:** 2.00**Counters:** 3.00**WITCHCRAFT KIT**

The official name is Wicca. The purpose of historical Wicca has been the "healing, helping, and raising of psychic powers of goodness". Wicca teaches that the believer is related to the universal and cosmic love source, and is the fastest growing occult religion today. This kit, along with a Manual of Interpretation, provides you with all the tools necessary to allow witchcraft to work for you.

\$10.00

PARTS**Instructions available only:** 3.00**WIZARD'S QUEST ①**

Come to the island of Marnon and hunt for treasure, if you dare. Meet the native Orcs who are extremely prolific and very hungry. (Humans are their favorite delicacy.) Meet the flying dragon, who loves to gobble up armies. The wizard is there too, and he'll help you from time to time, unless you should do something to incur his wrath.

\$16.00

PARTS**Mapboard:** 8.00**Rules:** 2.00**Counters:** 3.00**Petition Cards Set:** 3.00

Strategy/Wargames from Avalon Hill

*** DOWN WITH THE KING ⑤**

A political fantasy game set in the hypothetical kingdom of Fandonia. Players take the role of Fandonian nobles and try to overthrow the King. If treachery and intrigue are what you know best, this one's for you. For two to six players.

PRICE

\$11.00

PARTS**Rules:** 2.00**Set Playing Aid Cards:** 3.00**Event Cards:** 4.00**Record Pad:** 2.50**Counters:** 3.00*** GI ANVIL OF VICTORY:** Available early 1982.*** BATTLE OF THE BULGE ②**

A remake of an old AH classic. Now the game more closely recreates the famous battle of WWII in the Ardennes, while remaining as playable as ever.

\$16.00

PARTS**Mapboard:** 8.00**Rules:** 3.00**Unit Counters:** 3.00**Utility Counters:** 3.00**O/B Cards Set:** 2.00**Playing Aids Card:** 2.00*** FLAT TOP ⑩**

A game about the carrier battles of the Coral Sea during WWII. Very complex. Detailed air operations, individual plane characteristics, and hidden plane/ship movement. Includes two mapboards, 1300 counters, and numerous playing aids.

\$18.00

PARTS**Mapboard:** 12.00**Rules:** 3.00**Ammunition Pad:** 2.50**Counters:**

Allied: 6.50

Japan: 6.50

Info Counters: 3.00

Air Record Pad: 2.50**Playing Aids Card Set:** 3.00**Air Operations Charts:** 4.00

STRATEGY/WARGAME CATALOG 1.00

AFRIKA KORPS ②	14.00	Airplane Data Card Set	6.00
Mapboard	8.00	Counters	3.00
Counters	3.00	Log Pad	2.50
Rules	3.00		
TRC	1.00		
Situation Card	1.00		
CRT	1.00		

*** AIR FORCE/DAUNTLESS****EXPANSION KIT**Rules

Airplane Data Card Set

Log Pad

Counters

9.00

3.00

6.00

3.00

AIR FORCE ⑥	16.00
Mapboard	8.00
Rules	3.00

ALEXANDER ⑤	14.00
Mapboard	8.00
Rules	3.00
CRT	1.00
Counters	3.00

ANZIO '74 ④	13.00
Mapboard	8.00
Rules	3.00
Counters: Gr. Allied	EA. 3.00
Playing Aids Card Set (6)	1.50
New Box	3.00

Strategy/Wargames Continued

ARAB-ISRAELI WARS (8)	16.00	Artillery	3.00	GETTYSBURG (3)	16.00
Mapboard: A, B, C, D	EA. 3.00	German Vehicle	3.00	Mapboard	8.00
Rules	3.00	Russian Vehicle	3.00	Rules	3.00
Counters: Arab, Israeli	EA. 3.00	Rules	3.00	Counters	3.00
CRT Charts Folder	1.00	Scenario Cards/CRT Set	2.00	Formation Markers	2.00
		Series 100, Pad of 10	4.00	CRT/OB Cards Set	2.00
ASSAULT ON					
CRETE/MALTA (5)	14.00	CRESCENDO OF DOOM (9)	16.00	*GUNS OF AUGUST (5)	17.00
Mapboard: Maleme	3.00	Mapboard #6, #7	EA. 3.00	Mapboard	8.00
Geogeopolis	3.00	Counters:		Counters (2)	EA. 3.00
Panormon	3.00	French Infantry	3.00	Rules	3.00
Malta	3.00	British Infantry	3.00	Playing Aid Cards Set (2)	EA. 2.00
Rules	3.00	Neutrals Armor & Ordnance	3.00		
Counters: Allied & Axis	EA. 3.00	French Armor & Ordnance	3.00	JUTLAND (6)	13.00
Player Aid Charts	1.50	British Armor & Ordnance	3.00	Rules	3.00
		British Armor	3.00	Set of Task Force Cards: TRC/ Gunnery Tables (4)	2.00
BISMARCK (4)	16.00	Rules	3.00	Counters: British, Ger.	EA. 3.00
Search Board	EA. 3.00	Scenario/Crt Card Set	2.00	Range Finder/Area Markers	1.00
Battle Board	5.00	Series 200, Pad of 10	4.00	Maneuver Gauge	1.00
Rules	3.00			Hit Record Pad, Brit., Ger.	EA. 2.50
Counters	3.00	*DAUNTLESS (7)	'81 Revised Edition	16.00	
Range Finder/Movement Guide	1.00	(Must have AirForce game to Play)		Rules	3.00
Playing Aids Card Set	2.00	Rules	3.00	Airplane Data Cards Set	6.00
Log Pad	2.50	Counters (Allied, Japan)	EA. 3.00	Log Pad	2.50
Bismarck Variant Kit	4.50				
Includes two variant mapsheets and Vol. 16, #2 of the General.		D-DAY (2)	14.00	KINGMAKER (7)	14.00
		Mapboard	8.00	Mapboard	8.00
BLITZKRIEG (6)	16.00	Counters	3.00	Rules	3.00
Mapboard	8.00	Rules	3.00	Counters	3.00
Red Troop Counters	3.00	Time Record Card	1.00	Crown Cards Deck	3.00
Blue Troop Counters	3.00	CRT	1.00	Event Cards Deck	3.00
Rules	3.00			Variant Event Cards	4.00
Attrition Table Card	1.00	DIPLOMACY (3)	17.00	Variant Event Cards come with rules—for further information see General Vol. 14 #2.	
O/A Card Set	2.00	Mapboard	8.00	THE LONGEST DAY (8)	65.00
Time Record Card	1.00	Rules	3.00	Mapboard: A—Cherbourg	3.00
		Basic Rules Sheet	1.00	B—Countances	4.00
CAESAR ALESIA (4)	14.00	Play-By-Mail Sheet	1.00	C—Saint Lo	4.00
Mapboard	8.00	Fleets & Armies (Complete Set) (Plastic Color Co-ordinated)	4.00	D—Caen	4.00
Rules	3.00	Set of 7 Conference Maps	2.00	E—Cabourg	3.00
Roman Troop Counters	3.00	Gamers Guide	4.50	F—Avranches	4.00
Gallic Troop Counters	3.00			G—Argentan	4.00
CRT	1.00	FORTRESS EUROPA (7)	16.00	Utility Half-sheet Counters	3.00
Offboard Movement Chart	1.00	Mapboard	8.00	Utility Sheet Round Counters	3.00
		Allied Counters	3.00	American Counters	3.00
CAESAR'S LEGIONS (5)	13.00	German Counters	3.00	British Counters	3.00
Mapboard	8.00	Rules	3.00	German #1 Counters	3.00
Rules	3.00	Playing Aid Card Set	4.00	German #2 Counters	3.00
Con. Movement & Ambush Card	1.00			Rules	10.00
Roman Troop Counters	3.00	FRANCE 40 (4)	13.00	Allied Landing Schedule/ Scenario #1 Card	2.00
German Troop Counters	3.00	Mapboard	8.00	Allied Entry Track/ Scenario #2 Card	2.00
Set of Tactical Maneuver Cards	1.00	Counters	3.00	German Entry Schedule/ Scenario #3 Card	2.00
		Rules	3.00	Cherbourg/Scenario #4 card	2.00
CHANCELLORSVILLE (4)	13.00	O/B Cards Set	2.00	Combat Results Tables Cards	3.00
Mapboard	8.00	Dyle Plan Folder	1.00	Terrain Effects Chart Cards	3.00
Rules	3.00	CRT Sheet	1.00	Game Box (Empty)	6.00
TRC/OB Card	1.00			LUFTWAFFE (5)	16.00
CRT/TEC Card	1.00	FURY IN THE WEST (4)	11.00	Mapboard	8.00
Counters	3.00	Game Tables Card	1.00	Counters: Ger. & Amer.	EA. 3.00
		Rules	3.00	Rules	3.00
CROSS OF IRON (9)	14.00	Mapboard	8.00	Order of Battle Card Set	2.00
Gameboard #5	3.00	No Box Available		Aerial Combat Results Sheet	1.00
Counters:				Target Pad	2.50
Infantry A	3.00				
Infantry B	3.00				

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

MACHIAVELLI ④	14.00
Mapboard	8.00
Rules	3.00
Power Counters 8935031/32	3.00
Power Counters 8935035/36	3.00
Log Pad	2.50
Game Tables Card	1.00

MIDWAY ③	16.00
Mapboards: Search & Battle	EA. 4.00
Counters: Ship & Battle	EA. 3.00
Rules	3.00
Log Pad	2.50
Search Board Screen	1.00
Coral Sea Variant Kit	10.50
Includes Counters, Maps, and the Wargamer's Guide.	
Wargamer's Guide to Midway	4.50

NAPOLEON ③	14.00
Mapboard	8.00
Rules	2.00
Wooden Counters Set	7.00
Allied & Fr. Battle Card	EA. 1.00

ORIGINS ①	13.00
Mapboard	8.00
Counters: US, BRT, FR, GR, RUS	EA. 3.00
Rules	3.00
Nat. Obj. Card	EA. 1.00
Historical Objective Card	EA. 1.00

PANZERBLITZ ⑥	16.00
Mapboards: 1, 2, 3	EA. 3.00
Counters: Ger. & Rus.	EA. 3.00
Rules	3.00
Situation Cards	2.00
Combat Chart Sheet	1.00
Wargamer's Guide	4.50

PANZERLEADER ⑦	16.00
Mapboard: A, B, C, D	EA. 3.00
Rules	3.00
Counters: Ger. Allied	EA. 3.00
Scenario/CRT/TEC Card Set	2.00
Panzerleader Variant Kit	5.50
Includes Vol. 15 #2 of the General with counters.	

RICHTHOFEN'S WAR ⑤	14.00
Mapboard	8.00
Rules	3.00
Scenario Cards Set	2.00
Counters	3.00
Log Pad	2.50
Target Damage Table Sheet	1.00
Maneuver Cards Set	4.00
Richtshofen Maneuver Card set comes with rules—for further information see General Vol. 14 #4.	

RUSSIAN CAMPAIGN ④	14.00
Mapboard	8.00
Rules	3.00

Counters	3.00
German O/B Chart	1.00
Russian O/B Chart	1.00

SAMURAI ⑥	14.00
Mapboard	8.00
Counters	3.00
Rules	3.00
Clan Charts (4)	2.00

1776 ⑦	16.00
Mapboard	8.00
Rules	3.00
Counters: American/British	EA. 3.00
Set of Scenario/CRT Cards	2.00
Terrain Effects Sheet	1.00
Tactical Cards Set	2.00

SOURCE OF THE NILE	16.00
Mapboard	8.00
Counters	3.00
Rules	3.00
Event Card Set	2.00
3 Crayon Set	3.00
Player Pad	3.00

SQUAD LEADER ⑧	17.00
Mapboard: 1, 2, 3, 4	EA. 3.00
Rules	3.00
Allied Counters	3.00
German Counters	3.00
Vehicle & Fort Counters	3.00
Scenario Card Set	2.00
Expansion Mapboards	5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15 EA. 3.00
Expansion Gamettes see/	
Cross of Iron & Crescendo of Doom	

STALINGRAD ②	13.00
Mapboard	8.00
Counters	3.00
Rules	3.00
TRC	1.00
Weather Card	1.00
CRT	1.00

SUBMARINE ⑧	16.00
Mapboard	8.00
Rules	3.00
Playing Aids Card Set	2.00
Counters	3.00
Log Pad	3.00
TACTICS II ①	9.00
Mapboard	8.00
Counters	3.00
Rules	3.00
Weather/Time Record Card	1.00
CRT	1.00

* 3RD REICH ⑩ '81 Revised Edition	16.00
Mapboard	8.00
Rules	3.00
Situation Cards Set (5)	2.00

Counters: British	3.00
US/Russian	3.00
German/Italian	3.00

*** 1981 Revised 3rd Reich update kit** 9.00
(Includes rules, mapboard and situation cards)

TOBRUK ⑦	16.00
Mapboard (AD, BE, CF)	EA. 3.00
Rules	3.00
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

TRIREME ③	15.00
Mapboard	8.00
Rules Manual	3.00
Ship Counters	3.00
Marker Counters	3.00
Game Table Card	1.00
Log Pad	2.50

VICTORY IN PACIFIC ②	14.00
Mapboard	8.00
Rules	2.00
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	3.00
Player Aid Card	1.00

WAR AT SEA ①	9.00
Mapboard	6.00
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 Volumes 15, #3, and 13, #3 (only photostatic copy available), and Vol. 14 #4.

WATERLOO ②	14.00
Mapboard	8.00
Counters	3.00
Rules	2.00
TRC	1.00
Situation/OA Card	1.00
CRT	1.00

WOODEN SHIPS ⑥	14.00
Mapboard	8.00
Rules	3.00
Counters	3.00
Log Pad	3.00
Advanced Game CRT	1.00

Leisure Time/Family Games



*** BLACK SPY**
A quick-play "sneaky" card game requiring player's sense of logic, strategy, and a bit of bluffing. For 3 to 6 players.

PRICE
\$6.00

PARTS
Complete Set Cards: 3.00
Rules: 2.00
Score Pad: 2.50

*** DRINKERS WILD**
Here's the game that tells **YOU** everything you wanted to know about drinking but were in no condition to ask. Affectionately referred to as **Boozopoly!**

\$14.00

PARTS
Gameboard: 8.00
Rules: 2.00
Pack of Money: 3.00
Wild/Bottle Cards Set (32): 3.00
Playing Pieces Set (4): 2.00

*** GOLD**
Take your chance and gamble a bit. Perhaps you'll make a bundle in this true-to-life strategy game reflecting the way in which the world's currencies revolve around the price of gold.

\$25.00

PARTS
Gameboard: 8.00
Playing Pieces: 7.00
Rules: 3.00
Investment Certificates: 5.00
Risk & Option Cards: 3.00
Price & Yields Change Cards: 2.00
Playing Aid Cards: 2.00
Money: 3.00
Special Die: 1.00

*** SMOKERS WILD**
With a little bit of strategy and luck, you'll survive through this game of macabre humor.

\$14.00

PARTS
Gameboard: 8.00
Rules: 2.00
Pack of Money: 3.00
Brand/Occupation "Have a Puff" Cards Set (44): 3.50
Playing Pieces (12): 5.00

*** PETER PRINCIPLE**
Up is not always onward, reflected humorously in this strategy game where **YOU** will be the winner if you take the longest to rise to your level of incompetence.

\$13.00

PARTS
Gameboard: 8.00
Major/Minor Decision Cards: 3.00
Final Placement Cards: 2.00
Playing Pieces Set: 1.00
Rules: 3.00

LEISURE TIME/FAMILY GAMES CATALOG 1.00

ACQUIRE	16.00	BUSINESS STRATEGY	14.00	CHALLENGE BRIDGE II	11.00
Gameboard	6.00	Gameboard	8.00	(complete kit for additional 100 Hands)	
Set of Tiles	5.00	Rules	3.00	CHESS	24.00
Pack of Money	3.00	Score Pad	2.50	Gameboard	10.00
Stock Cert., Set of 7 packs	4.00	Set of Climate Cards	1.50	Rules	1.00
Info. Cards Set	1.00	Package of Money	3.00	Complete Set of Chessmen	
Rules	1.00	Set of 16 Pawns	1.50	(specify both colors and type)	18.00
* BALI	6.00	BOOK OF LISTS	11.00	each piece	2.00
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