

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 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

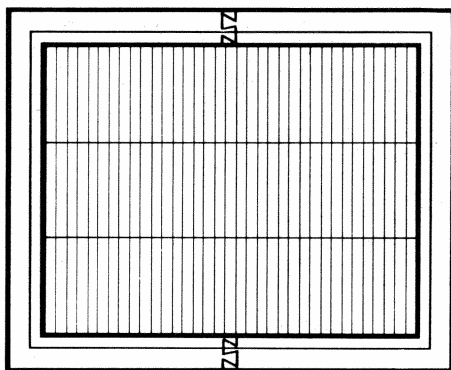
Put the dollar bills together and add them up. Now improve on it. And again. There are 3 different solutions.

\$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

### AMOEBA 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**

Mapboard	8.00
Counters	3.00
Rules	3.00
TRC	1.00
Situation Card	1.00
CRT	1.00

Airplane Data Card Set

Counters

Log Pad

**AIR FORCE ⑥**

Mapboard	8.00
Rules	3.00

**\* AIR FORCE/DAUNTLESS  
EXPANSION KIT**

Rules

Airplane Data Card Set

Log Pad

Counters

**ALEXANDER ⑤**

Mapboard	8.00
Rules	3.00
CRT	1.00
Counters	3.00

**ANZIO '74 ④**

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

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

**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.

<b>MACHIAVELLI</b> ④	14.00	Counters	3.00	Counters: British	3.00
Mapboard	8.00	German O/B Chart	1.00	US/Russian	3.00
Rules	3.00	Russian O/B Chart	1.00	German/Italian	3.00
Power Counters 8935031/32	3.00				
Power Counters 8935035/36	3.00	<b>SAMURAI</b> ⑥	14.00	<b>* 1981 Revised 3rd Reich update kit</b>	9.00
Log Pad	2.50	Mapboard	8.00	(Includes rules, mapboard and situation cards)	
Game Tables Card	1.00	Counters	3.00	<b>TOBRUK</b> ⑦	16.00
		Rules	3.00	Mapboard (AD, BE, CF)	EA. 3.00
		Clan Charts (4)	2.00	Rules	3.00
				Roster Pad	2.50
<b>MIDWAY</b> ③	16.00			German Hit Probability Chart	1.00
Mapboards: Search & Battle	EA. 4.00	1776 ⑦	16.00	British Hit Probability Chart	1.00
Counters: Ship & Battle	EA. 3.00	Mapboard	8.00	Casualty Tables Card	1.00
Rules	3.00	Rules	3.00	German Counters	3.00
Log Pad	2.50	Counters: American/British	EA. 3.00	British Counters	3.00
Search Board Screen	1.00	Set of Scenario/CRT Cards	2.00		
Coral Sea Variant Kit	10.50	Terrain Effects Sheet	1.00	<b>TRIREME</b> ③	15.00
Includes Counters, Maps, and the Wargamer's Guide.		Tactical Cards Set	2.00	Mapboard	8.00
Wargamer's Guide to Midway	4.50	<b>SOURCE OF THE NILE</b>	16.00	Rules Manual	3.00
		Mapboard	8.00	Ship Counters	3.00
<b>NAPOLEON</b> ③	14.00	Counters	3.00	Marker Counters	3.00
Mapboard	8.00	Rules	3.00	Game Table Card	1.00
Rules	2.00	Event Card Set	2.00	Log Pad	2.50
Wooden Counters Set	7.00	3 Crayon Set	3.00		
Allied & Fr. Battle Card	EA. 1.00	Player Pad	3.00	<b>VICTORY IN PACIFIC</b> ②	14.00
				Mapboard	8.00
<b>ORIGINS</b> ①	13.00	<b>SQUAD LEADER</b> ⑧	17.00	Rules	2.00
Mapboard	8.00	Mapboard: 1, 2, 3, 4	EA. 3.00	Ship Counters	6.00
Counters: US, BRT, FR, GR, RUS	EA. 3.00	Rules	3.00	Japanese O/B Card	1.00
Rules	3.00	Allied Counters	3.00	American O/B Card	1.00
Nat. Obj. Card	EA. 1.00	German Counters	3.00		
Historical Objective Card	EA. 1.00	Vehicle & Fort Counters	3.00	<b>WAR AND PEACE</b> ⑤	16.00
		Scenario Card Set	2.00	Mapboard	8.00
<b>PANZERBLITZ</b> ⑥	16.00	Expansion Mapboards	5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15 EA. 3.00	Counter #1, #2, #3, #4	EA. 3.00
Mapboards: 1, 2, 3	EA. 3.00	Expansion Gamettes see/		Campaign Game Card	1.00
Counters: Ger. & Rus.	EA. 3.00	Cross of Iron & Crescendo of Doom		Rules	3.00
Rules	3.00			Player Aid Card	1.00
Situation Cards	2.00	<b>STALINGRAD</b> ②	13.00	<b>WAR AT SEA</b> ①	9.00
Combat Chart Sheet	1.00	Mapboard	8.00	Mapboard	6.00
Wargamer's Guide	4.50	Counters	3.00	Rules	1.00
		Rules	3.00	Counters	3.00
<b>PANZERLEADER</b> ⑦	16.00	TRC	1.00	<b>WAR AT SEA II</b>	9.50
Mapboard: A, B, C, D	EA. 3.00	Weather Card	1.00	Although not required all War at Sea Variants that have appeared in the General can be played using the WAR AT SEA II Kit.	
Rules	3.00	CRT	1.00	General Volumes 15, #3, and 13, #3 (only photostatic copy available), and Vol. 14 #4	
Counters: Ger. Allied	EA. 3.00	<b>SUBMARINE</b> ⑧	16.00		
Scenario/CRT/TEC Card Set	2.00	Mapboard	8.00	<b>WATERLOO</b> ②	14.00
Panzerleader Variant Kit	5.50	Rules	3.00	Mapboard	8.00
Includes Vol. 15 #2 of the General with counters		Playing Aids Card Set	2.00	Counters	3.00
		Counters	3.00	Rules	2.00
<b>RICHTHOFEN'S WAR</b> ⑤	14.00	Log Pad	3.00	TRC	1.00
Mapboard	8.00	<b>TACTICS II</b> ①	9.00	Situation/OA Card	1.00
Rules	3.00	Mapboard	8.00	CRT	1.00
Scenario Cards Set	2.00	Counters	3.00		
Counters	3.00	Rules	3.00	<b>WOODEN SHIPS</b> ⑥	14.00
Log Pad	2.50	Weather/Time Record Card	1.00	Mapboard	8.00
Target Damage Table Sheet	1.00	CRT	1.00	Rules	3.00
Maneuver Cards Set	4.00	<b>* 3RD REICH</b> ⑩	'81 Revised Edition 16.00	Counters	3.00
Richthofen Maneuver Card set comes with rules—for further information see General Vol. 14 #4		Mapboard	8.00	Log Pad	3.00
		Rules	3.00	Advanced Game CRT	1.00
<b>RUSSIAN CAMPAIGN</b> ④	14.00	Situation Cards Set (5)	2.00		
Mapboard	8.00				
Rules	3.00				

# Leisure Time/Family Games

**New**

## ★ 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:** 3.00

**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

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# Discontinued Parts List 1982

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Manual Cr 1965/1975	2.00	Pitching Indicator	4.00	Plastic Green Playing Field	5.00
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<b>AIR FORCE CR/1976</b>	25.00	Red Baserunners (2)	1.50	Number Dice Set	1.00
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<b>ANZIO 4 Card Insert Vol. 16 #1</b>	EA. 1.00	<b>BLACK MAGIC KIT*</b>		Rules	5.00
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