AN INTRODUCTION

The Avalon Hill Game Company, a subsidiary of Monarch Avalon, Inc., has grown from a backyard garage operation (early 50's) to its present multi-million-dollar design and publishing house largely by diversification.

The broad line focuses on all-skill strategy games that mirror real-life situations. We have won more major awards for "excellence in games" than any other game publisher today, consistently placing more games than does any competitor each and every year on the Games Magazine prestigious "Best 100" list. Sports Illustrated Magazine chose us as a venture partner in the marketing of a line of all-skill games based on major sports, emphasizing statistical accuracy and solitary playability features.

Victory Games, Inc., a stable-mate, adds diversification in their design of simulation games that appeal to the hard-core military historian. Victory also designs the leisure time market — successfully marketing the PLAYBOY Elegant Lifestyles game and the highly-educational Dr. Ruth's GAME OF GOOD SEX, which is the best selling game of the entire group. Another sister company, the Microcomputer Games Division, publishes a variety of action and skill games for play on such popular home computer systems as IBM® PC, Apple® II, Atari®, and Commodore®. Games from this division also win annual awards for excellence presented at various consumer electronic trade and consumer shows.

Because the printing division boasts skilled technicians second to none, a line of jigsaw puzzles called INCREDIBLE EDIBLES® now graces the lineup. A variety of 12 different 1,000-piece puzzles, they are based on artist Ed Pardee's popular posters of the same name.

Such diversification quite naturally precludes listing every game. Instead, we have showcased in this catalog approximately 30 of our most popular titles. A more complete catalog, showing the entire range of Avalon Hill Games only, more than 150 in all, is available upon receipt of $2 — ask for the "Complete Avalon Hill Game Catalog".

Brochures showing the entire range of Victory and Microcomputer Games are available free upon receipt of a self-addressed envelope bearing current first-class postage. And now... we present with pride... the best of the best!

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The Avalon Hill Game Company
4517 Harford Road ★ Baltimore, MD 21214
301-254-9200

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ACQUIRE

A game for two to six players that takes you into the world of hotels. Players start hotel chains and expand them by building more hotels around them. At the same time, players may buy stock in any active chains, even those begun by other players. Players with the most stock in a chain control that chain. They then try to make a profit by merging because major stockholders receive bonuses during mergers. Luck will play its part, but the winner will be the player who had the foresight to buy the right stock at the right time.

The game ends when all chains have been merged into one, or when several chains have all grown to a size where they cannot merge. The winner will be the person with the most money at the end of the game, after all profits and bonuses for stockholders have been given out.

Game includes 8" x 11" plastic gameboard, 108 plastic hotel tiles, 7 hotel chain tiles, 6 information cards, 175 shares of stock (25 in each of seven hotels), money, and a rulebook.

Leisure Time/Family Recreation Games

TRIVIA

For sheer quality of printing and brilliance of play, The Avalon Hill Game Company's GAME OF TRIVIA is superb! The campus of Trivia Tech is the setting. Players earn their degree as "Bachelor of Trivia" by answering questions on subjects ranging from space travel to rock and roll, classic literature to bluegrass music, ad slogans and campaign slogans, biology, technology, ornithology, sports, soap opera, cinema, TV fare... in general a greater diversity of questions than found in any other game to date.

Contains 6,800 questions and answers on high-quality individual glossy cards, collated and ready for play. Sturdy full-color mounted playing board displays six different schools of study at Trivia Tech! "Best trivia game, among year's top 10 boardgames," OMNI Magazine.

"... more interesting than that of other trivia boardgames..." GAMES Magazine.

Trivial Pursuit™ Cards Four separate gamette packages, each containing 1,650 questions and answers for use with many other games, including Trivial Pursuit.
PLAYBOY The Game of Elegant Lifestyles

Number of Players: 2 to 6

Components: One game board, six plastic playing pieces, 70 What Now! Cards, 80 Possession Cards, 50 Romance Cards, Scoring Pad, one die.

Playing Time: 1 to 2 hours

Object of Game: Each player gets a Personal Satisfaction Goal. Throughout the game, the player buys Possessions to meet or exceed this number. Players must also get a Romantic Partner by accumulating Positive Trait cards from the Romance Card pile. The first person to reach both goals wins the game. Players take turns rolling the die and moving around the board. The outer track contains squares that give or take money from the player or tell him to pick a What Now! card. Some of these cards contain random events that happen immediately. Others can be held and used against another player.

The player collects a Salary every time he completes a circuit around the board and pays the Upkeep on any Possessions he may have bought. There are four Inner Tracks in the game: The Executive Suite where players raise or lower their Salary depending on the die roll or the space they land in, The Shopping Mall where Possessions are bought, The Social Scene which is the place to meet exciting people and gain Romance Cards, and The Fast Lane where the most chances are taken and the greatest successes...or failures...occur.

Players in need of money may auction off their Possessions to other players, and may use What Now! cards to affect the number of Possession or romance Cards other players have.

DR. RUTH'S Game of Good Sex

Dr. Ruth Westheimer's unique brand of frank down-to-earth responses to questions on sexuality can now be found in a fun and informative board game for 1 to 4 couples. Couples move around the board, accumulating Arousal Points as they visit Dr. Ruth's "Sex Clinic" and answer questions relating to each other's sexual awareness.

With easily learned rules, the game provides unlimited hours of amusing and informative dialogue for couples.

Who else but Dr. Ruth could "...discuss boudoir technique without sending the Federal Communications Commission into convulsions?" -The Philadelphia Inquirer

Components: One full-color game board; 4 plastic pawns; 8 plastic markers; Interaction Cards, Ask Dr. Ruth Cards, and Sex Clinic Cards with over 600 questions; one die.

Dr. Ruth's Computer Game of Good Sex

For the Commodore®, Apple®, IBM® and MS-DOS compatibles, a fun and informative computer game. Answering true-false or multiple choice questions relating to each other's sexual awareness, one or more adult players will find hours of amusing and informative entertainment.

1 to 7 players. Playing time: varies.

Now the World's Most Exciting Role-Playing Game!

America's favorite movie series has become Victory Games' popular Role-Playing Game. Now it is possible to put yourself in the role of the good guys and the bad guys, including Q, Goldfinger, Oddjob, Jaws and the rest. You can experience the life of a secret agent, re-creating most of the adventures featured in the captivating action and adventure film series. Great for groups where imagination is the keynote to fun. Ideal for ages 10 and up.
OUTDOOR SURVIVAL
Playing Time—1 hour
You are lost in the woods, far from home, with no food and water. Can you survive?
OUTDOOR SURVIVAL is a game for nature lovers and closet dwellers alike. There are actually five basic games (called scenarios) within the game.
In the first scenario, entitled "Lost", players take the role of inexperienced woodsmen. The object is to get off the board (back to civilization) before thirst and starvation render you unable to do so.
In scenario two, "Survival", players are experienced woodsmen with advanced knowledge of the wilderness. "Search" is the third scenario. Players take the role of rescuers searching for a missing person in the wilderness. The fourth scenario is "Rescue", in which the players must not only find the lost person but return him safely to civilization.
In scenario five, "Pursuit", one player becomes an escaped prisoner who must get out of the wilderness before being recaptured. The possibilities of the game are endless. It can be used to recreate almost any outdoor adventure. Players can design situations for hunting wild animals, searching for treasure, survival races, etc.
The map board contains various types of terrain. The speed at which a player can move through different areas depends on the terrain as well as the player's Life Level, as a player can move more quickly through clear terrain than through woods or swamps. Woods and marsh basins are sources of water. Food sources are shown on the maps by wild animal symbols and represent meat and plant life. Cabins can be both water and food sources.
Game includes almost 100 counters, a Movement Chart, 4 Life Level Index Charts, 5 Scenario Cards, a die, a quickie rules sheet, Survival Manual and rulebook.

You'll Also Enjoy These Other Leisure-Time Games:

Twixt Connect an un-interrupted chain of linked pegs in this chess-like strategy game of move and countermove. Both 2 and 4-player game.

Go National game of Japan, involves classic elements of strategy, defense, seizing, capture and territorial conquest. Two-players, ten thru adult.

Stocks & Bonds Great mixture of luck and skill. Unexpected price fluctuations deter- mine who suffers a Black Friday or benefits from a Happy Monday. 2 to 8 players, teens thru adult.

Venture Quick-play, fast-paced card game for 2 or more players; wheeling and dealing to acquire control of hi-tech industries.

Facts in Five For any number, even solitaire, testing one's knowledge in a variety of categories. Great for parties. Special rules allow children to compete with adults.

Feudal Medieval war game; armies move in chess-like fashion to maneuver kings, princes, dukes, knights, squares, sergeants, archers, and pikemen. For 2 to 6 players.

Rail Baron A fast paced game of railroad monopoly. Players buy railroads to build empires in a game designed to recapture the flavor of railroading's heyday. For 3 to 6 players.

Book of Lists Based on the #1 bestseller, includes lists from the Bantam Book plus many new ones. Great leisure time game of the Facts in Five mold.

Class Struggle Humorous and educational game of life in capitalistic America. From 2 to 6 players take parts of Workers or Capitolists.

Sleuth The classic "secret gamb" card game; ideal for 2 to 4 players skilled in logic and deductive reasoning.

Image Exciting trivia-type card game for 2 or more people, based on one's knowledge of famous personalities.

Dilemmas An ideal party game for 2 to 4 players! The object is for individuals or teams to solve a real life problem.

Inventions Part book, part game! Object is to test one's powers of perception by guessing what and why the 108 wackiest inventions were patented. Fun for 2, a party crowd, even solitaire play.

Ball For those who love word games. For those who love card games. Ball is both! Object is to build the longest words. Exciting even as a solitaire game.

Popular Fantasy Role-Playing Games of Action and Imagination!
The most popular adult role-playing system ever, RuneQuest allows players to create mystical worlds of adventure. Ideal for groups of 3 or more, you learn to "use" sorcery and magic to combat the forces of evil. A continuing series of new modules provides new adventures to experience in this role-playing system voted #1 in Great Britain at Games Day 5. Enjoyment of the RuneQuest game system which combines history with myth is limited only by the imagination of the participants.

Coming Soon: LAND of NINJA: Samurai Role-Playing in Feudal Japan!
STATIS-PRO BASEBALL

You get over 700 players. Not even Steinbrenner can own that many players. But you can! STATIS-PRO BASEBALL comes with "stat cards" representing every player of every big league team that performed regularly in the previous season. That's more than 700 individual cards! Avalon Hill has computer-analyzed season-long statistics for each player's hitting, fielding, pitching, base-stealing, catching, game-winning hits, even stemming . . . converting it all to "FAST ACTION" results. It's our guarantee that each player should perform in this game just as he does in real life!

STATIS-PRO BASEBALL is never out of date . . . we print new, updated Player Cards each and every year. They're available each spring at just a fraction of the cost of a new game, and keep your game current for a lifetime of pleasure.

There are no dice. No chance cards. The heart of STATIS-PRO BASEBALL is the "FAST ACTION" system. A patented, unique method of providing play-results in the same statistical frequency as occurs in real life!

Great game for solitaire replay.

Because the game-system allows you to play against yourself, it's the perfect baseball game for solitaire play.

Small wonder STATIS-PRO BASEBALL is called . . . the "best simulation of baseball by any table-top boardgame."

STATIS-PRO FOOTBALL

Now, the most unique football game ever designed allows you to pit every single player from any of the 26 professional teams against similar squads from the opposition. It is up to YOU, as the coach, to assign your best blockers and tacklers to key areas of the field, your best pass defenders to guard the enemy's best receivers, and your most explosive offensive threats to places where they can do the most damage to the opposition. Every player who performed in the NFL last season (well over 1000 in all) has been scientifically evaluated in dozens of different statistical areas.

Football is also a game of subtlety and strategy. STATIS-PRO FOOTBALL accurately reflects this scientific approach to the game. By no means is the game limited to a simple re-hash of the past season's statistical performances. On the contrary, as coach of your chosen squad, you must plan, call and direct the offense on every play. While on defense you must assign your players to various defenses, different modes of pass coverage, or surprise blitzes.

Don't worry about your STATIS-PRO FOOTBALL game becoming antiquated! Each year, Avalon Hill updates its player cards, issuing an entirely new set that is available for purchase separately without requiring the purchase of a new game.

PAYDIRT!

To create PAYDIRT! we've scouted all 28 pro teams. We've determined their strengths and weaknesses on offense, defense, and specialty teams. And we've converted all this information into simple-to-use Pay/Action Charts that put you right down on the playing field as quarterback of your favorite pro teams! These charts are your ticket to action. With them you can call all the shots — on offense and defense — for every pro squad. You can replay the complete pro season, playoffs, Super Bowl . . . until your team wins it all.

Updated Team Charts of the most recent seasons are available on a direct-mail basis only. That way, your PAYDIRT! game is never out-of-date. You don't have to purchase a new game every year — just order the most recent season's Team Charts of your choice. Be sure to specify "year!" Consult Parts List for available seasons.

. . . and don't miss these other Sports Illustrated games!


Pro Golf Top 36 money-winners compete in this statistical replay. Great solitaire as well as head-to-head strategy game. Pennant Race The game that enables you to replay an ENTIRE baseball season, either solitaire or multi-player. Make trades, bring up players from the minors, build up a balanced team with offense, defense, speed, pitching and relief to fight for the elusive flag! Pro Tennis The top 50 men and 50 women tennis stars perform in this statistical replay sports game. Great solitaire, any number may play. Speed Circuit Three courses — Monza, Monaco, and Watkins Glen — provide the settings for players seeking to show off their superior skills in this all-skill Grand Prix classic. Win, Place & Show Players become owner, handicapper, jockey, where strategic selections in purchasing and betting combined with skillful riding determines the wealthiest player.
TACTICS II
Complexity Rating—2 (1 being easy; 10 complex)
Playing Time—2 hours
Awards—Hall of Fame
(Charles Roberts Awards 1979)

The hobby of wargaming was born in the late 50s with the inception of Avalon Hill's TACTICS. By divine right, TACTICS II, a direct descendant is the original wargame. TACTICS II is sort of like military chess. Different pieces called “units” in wargames have different capabilities just like chess pieces. Game features include special functions for headquarters units, terrain effects, invasions, airborne assaults, weather effects, replacements, isolation, and even nuclear weapons. Units represent infantry, armor, mountain, airborne, headquarters, and amphibious troops. Over 100 counters in all. TACTICS II is still an outstanding introductory game for potential hobby members. The armies in the game are equal. Victory will be gained by a combination of logic, foresight, luck, common sense, and skill in military strategy and tactics. More importantly, though, you will have entered a hobby that can bring a lifetime of enjoyment, because games are first, and foremost, FUN.

ADVANCED
SQUAD LEADER

A completely re-designed version of wargaming's most popular game system, ASL comes in a three-ring binder... contains close to 200 pages that tie together the original SQUAD LEADER, CROSS OF IRON, CRESCENDO OF DOOM, and GI: ANVIL OF VICTORY under one comprehensive rules format.

ASL does not make SQUAD LEADER obsolete, but cannot be used with existing SL modules.

That's what BEYOND VALOR is for. BV, the first ASL module, contains 10 brand new WWII scenarios, 4 geographic mapboards (#20, 21, 22, 23) and 12 sets of Troop Counters (totaling 2,396 individual die-cut pieces) representing a thousand of military vehicles, weapons and manpower.

BEYOND VALOR doesn't even require an opponent, although having one adds a strategic element to what is basically a tactical level game. Time scale is 2 minutes per game turn; map scale is 40 meters per hex; average playing time is 3 hours per scenario. The ASL Rules Binder is required for play.

PARATROOPER is the second module in the ASL series, which means it is not a complete game in itself. Players will need boards 1-4 of SQUAD LEADER and the ASL rules to play all 8 scenarios included. This game has been specially designed to be an introductory module for those who wish to sample the rich delights of the ASL game system without purchase of the full Russian/German

WAR AT SEA
Complexity Rating—1
Playing Time—1 hour

An elegantly simple system has made WAR AT SEA the best introductory wargame around. Somewhat surprisingly, it has also become a favorite among experienced wargamers as well.

WAR AT SEA abstractly portrays the Battle for the Atlantic during World War II between the British and German fleets. The British must establish a blockade in the North Sea and the Barents Sea to stop German raiders from escaping from Germany out into the open seas. The Germans must find a way to hit and run, keeping their escape routes and options open. Every capital ship that took part in the action is represented, including the Bismarck, Tirpitz, Hood, Ark Royal, and Victorious. Also included are some ships that were never completed, such as the German aircraft carrier Graf Zeppelin.

STREETS OF FIRE

OB found only in the first ASL module BEYOND VALOR. Yet the counter mix in PARATROOPER serves as a supplement to the BEYOND VALOR components rather than an unneeded duplication of those counters should the player decide to expand his ASL collection. PARATROOPER focuses on the Normandy Airborne Invasion, June 6-8, 1944. SQUAD LEADER board #24 is included.

The first Deluxe ASL module is titled STREETS OF FIRE a game of tactical warfare 1941-45. Called "Deluxe" because of the large hex size. STREETS OF FIRE contains no rules or counters and ownership of SQUAD LEADER or ASL is a must. However, you do get 4 geographic boards with hexes large enough to eliminate staggering or allow you to use 1/285 scale Micro-Armour miniatures instead of the traditional unit counters. The game includes 10 specially designed scenarios depicting the bitter street fighting of the Eastern Front.
THIRD REICH
Complexity Rating—10
Playing Time—Scenarios: 2 hours
and up
Campaign Game: 8 hrs.
and up
Awards—Best Game Of The Year
(Charles Roberts Award 1974)
Best Game Of The Year
(Campaign Magazine 1974)
Best Game Of All Time
(Campaign Magazine)

On Every hardcore gamer’s list of best
games.
From the invasion of Poland in 1939 to
ultimate victory or defeat, THIRD
REICH re-creates World War II in
Europe on a grand strategic level. For
2 to 6 players.
Actually six games in one, THIRD
REICH includes a campaign game, an
advanced campaign game, a multi-
player campaign game, and three
scenarios; ‘Blitzkrieg 39-42’, ‘Turning
Point 42-44’, and ‘Fuehrer Bunker
44-46’.

A mammoth 32" × 22" mapboard
depicts Europe from Norway to Egypt
and Ireland to the Ural Mountains in
Russia. Over 500 counters represent
armor, infantry, airborne, paratroop, air
and naval forces of six major powers
and fourteen minor countries.
Game features include costs for offen-
sive options, attrition, production, con-
quests, alliances, intervention,
 neutrality, breakthrough combat, explo-
itation, airborne assaults, amphibious
assaults, shore bombardment, sea
corps, air and naval bases, air mis-
sions, convoys, strategic warfare, vari-
ations, and much more.

FIREFOWER
Complexity Rating—5
Playing Time—30 minutes to 3 hours
Designed especially for solitaire play,
FIREFOWER is a detailed look at the
organization, weapons, equipment and tac-
tics of many of the world’s nations since
1965. During the long “peace” since the
end of World War II, there have been in-
umerable wars and threats of war. New
weapons have entered inventories in the
more advanced nations, then were
replaced in turn by still newer weapons,
while older equipment filtered down to the
armies of the “third world”. Unit organi-
zations have been shuffled and new tactics
devised and tested in attempts to integrate
the new weapons for maximum flexibility
and effect. FIREFOWER gives players the
opportunity to command squad units in
recent or current wars, and to experiment
with their own squad organizations. The
destructive capabilities are massive, and
the problems of command and control in
devising effective tactics are a real
challenge for any gamer.
Up to six people can play in a game uti-
лизing literally hundreds of differentated
weapons and vehicles, across a variety of
mapboards that can be arranged in numer-
cous configurations. With the three games in
one package (basic, advanced and
optional), you can choose the level of com-
plexity and detail desired.

Magazines & Game Accessories
Adventure gaming is as much a hobby as it
is a recreational pastime.
We were the first to recognize this
phenomenon by introducing the industry’s
first magazine.
The GENERAL — created solely to
enhance enjoyment of our games. That was
back in 1964.
The GENERAL is still going strong today,
along with HEROES Magazine, a new pub-
lication for role-playing buffs.

In addition, we publish many scenarios and
game accessories that enhance the games’
realism. Not always readily available in
game stores, these items can be
purchased direct by mail order from
The Avalon Hill Game Company . . . consult
Games and Parts Price List for current
costs.

RUSSIAN FRONT
Complexity Rating—5
Playing Time—2 to 18 hours
RUSSIAN FRONT is a game that re-
creates the ebb and flow of the
largest, longest, and most costly mili-
tary campaign of World War II. The
game covers the vast theater of oper-
ations and the massive forces
employed by the Soviet Union and by
Nazi Germany and her allies. Only.
this time YOU are in command.
Alternate Scenarios: Games can be
played that start in May or June of
1941, in 1942 or in 1943. Unique
Combat System: combat occurs
within a hex, units take incremental
losses, and battles can require more
than one round for resolution. Land,
Air, and Sea Units are included for the
battles that occur in all combat en-
vironments. Blitz Attacks allow armor
units to break through fronts to drive
deep into enemy territory. End any
game at the conclusion of a six-month
period or continue to the end of the
campaign.
The four-page Basic Rules allows
players to quickly start playing the
game and master the system. The
Advanced and Optional Rules then al-
low players to choose the levels of
complexity and detail that they enjoy.
KNIGHTS OF THE AIR

KNIGHTS OF THE AIR re-creates the deadly combat of the World War I air war. You learn to fly the great airplanes of the period much in the same way the Aces did — right in the cockpit using control stick, throttle and rudder pedals. Each kind of warplane included in the game has been carefully researched to present the plane’s strengths, weaknesses and idiosyncrasies demonstrated in real life. Once you have learned the tricks of your aircraft, you can dare to risk all in a dogfight. Air combat is conducted in a series of maneuvers as each pilot tries to position his plane for the killing run. With experience, new and more complicated maneuvers become available so that the ace can barrel roll and loop rings around the novice. Your success will depend upon your ability to master your plane and exploit the weaknesses of your enemy’s.

Many of the greatest warplanes are here — the Sopwith Camel, SE 5a, SPAD, Nieuport, Bristol Fighter, Fokker Triplane, Fokker DVII, Albatros, Pfalz, Roland and more. Special solitaire scenarios have been created to stage attacks against Zeppelin airships and two-seat warplanes. The unique feature of this game is that you guide your aircraft on the game board using real controls; you adjust speed with the “control stick” and the rates of dive and climb with the “throttle.” Each airplane has been designed to perform just like its real-life counterpart — making this game an authentic recreation of WWI aerial combat.

B-17: QUEEN OF THE SKIES

B-17: Queen of the Skies is Avalon Hill Game Company’s new strategy game which re-creates the bombing missions and aerial combat of the B-17 (model F) bombers of the U.S. Eighth Air Force over Europe between November 1942 and May 1943. This was the critical period of the American heavy bombers, when the green crews had to quickly learn their jobs and prove the feasibility of daylight bombing. Each mission begins by selecting the target city. The B-17 marker is then moved across the strategic map board, zone by zone, from England to the target and back. There is the chance that enemy fighters will appear. Die rolls determine the number, type and position of the fighters. You must allocate defensive machine gun fire, hoping to knock down the fighters or spoil their aim. After the bomber flies, the fighters get their chance. Charts are consulted to determine if hits are made, where the damage is, and how serious. The Queen is an incredibly tough plane and can take a lot of punishment, but there is always the chance of that lucky hit that will bring her down. As the mission grinds on, you start to sweat — wounded crewmen, low ammunition, burned out engines, oil leaks and more enemy fighters create game-play excitement in this game designed for solitaire play.

FLIGHT LEADER

FLIGHT LEADER puts you in the cockpit of a high performance jet fighter, commanding two to eight high performance aircraft. Your mission is to establish air superiority by clearing the enemy from the skies. The game was designed by a U.S.A.F. Fighter Pilot, as such is highly realistic, yet easy and fun to play. You can relight any air battle from the subsonic gunnery duels of the Korean War to the deadly technology of the supersonic missile engagements of the present day. As a fighter jet leader, you will face the counterparts: energy management, fuel awareness, terrain environment, altitude and formation, radar lockons and visual sightings, pilot quality and weapon systems. Four Migs have just bounced your two phantoms — what do you do now?
SIXTH FLEET
Modern Naval Combat in the Mediterranean
Sixth Fleet is a simulation of near-future combat for control of the Mediterranean. As commander of the US or Soviet fleet and its allies, you must use your task forces to cripple your enemy's surface and submarine forces, carefully allocating your limited air assets and elite units to capture vital objectives. Play Sixth Fleet time and again, taking advantage of all 14 scenarios arranged for graduated complexity.

Components: 364 ¼-inch counters; 260 ½-inch counters; two 22" x 32" mapsheets; one rules booklet; two logistics roster pads; three scenario setup cards; one 8-sided die; one counter storage tray. Time Scale: Eight hours per turn. Map Scale: 50 nautical miles per hex. Unit Scale: Individual ships, air squadrons. Players: Two. Playing Time: From 1 hour for introductory scenarios to 3-6 hours for intermediate scenarios, to 20 or more hours for advanced scenarios. Complexity: Medium. Solitaire Suitability: High.

2ND FLEET
Modern Naval Combat in the North Atlantic
A refinement of the popular Sixth Fleet game, 2nd Fleet allows you to compare the strengths and weaknesses of the Soviet Red Banner Northern Fleet and the US Second Fleet and its NATO allies as they come in conflict over control of the North Atlantic and Arctic Oceans. Five introductory scenarios and the four intermediate teach you the capabilities of your submarine, surface, and air units, and the advanced scenario introduces you to the whole scope of modern naval warfare.

Contents: 384 ¼-inch counters; 260 ½-inch counters; two 22" x 32" mapsheets; one rules booklet; two charts & tables booklets; one logistics roster pad; two scenario setup cards; one 10-sided die; one counter storage tray. Time Scale: Eight hours per turn. Map Scale: 46 nautical miles per hex. Unit Scale: Individual ships, air squadrons. Players: Two. Playing Time: From 1 hour for introductory scenarios, to 3-6 hours for intermediate scenarios, to 20 or more hours for advanced scenarios. Complexity: Medium. Solitaire Suitability: High.

AEGEAN STRIKE
Air, Land and Sea Combat in the Aegean Sea
Based on the widely acclaimed integrated system pioneered in Gulf Strike, this intense simulation treats with extraordinary detail the tumultuous military and political area of the Aegean Sea.

Contents: 520 ½-inch counters; one 22" x 32" mapsheet; one rules booklet; one charts & tables booklet; three airbase displays; one 10-sided die; one counter storage tray. Time Scale: Two days per game turn. Map Scale: 28 kilometers per operational hex, 280 kilometers per strategic hex. Unit Scale: Battalion to division. Players: Two (also recommended for team play). Playing Time: From 2 hours for a short scenario to 40 hours for a long scenario. Complexity: Very High. Solitaire Suitability: Medium.

AMBUSH!
The original game that put the guts into solitaire gaming — the 1983 Charles Roberts Award Winner for Best 20th Century Game. Build your squad, assign your weapons, and set out on a heart-racing mission through World War II France. But be careful: this game will react to your every move in the most unexpected — and deadly — ways!

Contents: 218 counters; two 16" x 22" mapsheets; one rules booklet; one paragraph booklet; 82 character/vehicle cards; 19 mission cartridges; one cartridge view sleeve; one squad record sheet pad; one player aid card; two 10-sided dice; one counter storage tray. Time Scale: Simultaneous, relative time. Map Scale: Ten yards per hex. Unit Scale: Individual soldiers and vehicles. Players: One (although play with 2 or more is an exciting variation). Playing Time: From 3 to 4 hours per mission. Complexity: Medium. Solitaire Suitability: Very High.

MOVE OUT! Ambush! Module
The first Ambush! follow-on module. Move Out! includes four original missions, each of which can be played using the playing pieces and mapsheets from Ambush! You must own Ambush! to play Move Out!

Contents: One paragraph/mission booklet; 60 character/vehicle cards; 11 mission cartridges.

PURPLE HEART Ambush! Module
This exciting Ambush! follow-on module adds new maps and new playing pieces to the original game components, and gives you six new missions. You must own Ambush! to play Purple Heart

Contents: 108 counters; one 16" x 22" mapsheet; two 8" x 22" mapsheets; one paragraph/mission booklet; 60 character/vehicle cards; 13 mission cartridges.
BATTLE HYMN

Solitaire Squad Level WWII Combat in the Pacific
Based on the award-winning Ambush! programmed paragraph solitaire system, Battle Hymn takes you on an adventure into the thick of World War II Pacific theater combat. You need not own Ambush! in order to play Battle Hymn.

Contents: 218 counters; one 16" x 22" mapsheet; two 8" x 22" mapshesets; one rules booklet; one paragraph booklet; 90 character/vehicle cards; 17 mission cartridges; one cartridge view sleeve; one squad record sheet pad; one player aid card; two 10-sided dices; one counter storage tray. Time Scale: Simultaneous, relative sheet. Map Scale: Ten yards per hex. Unit Scale: Individual soldiers and vehicles. Players: One (although play with 2 or more is an exciting variation).
Playing Time: From 3 to 4 hours per mission.

PACIFIC WAR

The Struggle Against Japan, 1941-1945
Featuring 21 scenarios, Pacific War is the complete game on the World War II Pacific theater, covering the entire war in monthly turns, from the attack on Pearl Harbor through the climatic summer of 1945.

Every aspect of strategic importance - from task force disposition to amphibious assault to Japanese merchant shipping attrition to US codebreaking efforts - is detailed in a coherent, quickly mastered design.

Contents: 2340 ¾-inch counters; two 22" x 32" mapshesets; one rules booklet; one scenario booklet; two 11" x 32" display; eight 8" x 32" screens; one record sheet pad; one 10-sided die; one counter storage tray. Time Scale: Monthly turns; daily movement. Map Scale: 100 miles per hex. Unit Scale: Individual capital ships, air groups, divisions and battalions. Players: Solitaire introductory scenarios; two or more players in larger scenarios.
Playing Time: From 1 to 100 hours. Complexity: Medium to very high (depending on scenario). Solitaire Suitability: High.

MAC PRO FOOTBALL

Take 40 Super Bowl teams, add a billion play combinations, throw in the ability to set a game at any point and create your own weather, top it off with an accurate system of recording plays and stats and you have MAC PRO FOOTBALL, the first team sports game created exclusively for the 512K Macintosh + plus computers.
Crammed full of features and those details missing from other games: the opening coin toss, draw-your-own-pass plays, four quarterback plays, zone and man-to-man defenses and a computer coach as good as Lombardi!
Watch for future disks with more famous teams, complete seasons and programs to create your own teams and save stats!

SUPER SUNDAY

SUPER SUNDAY gives you the best pro football teams of all time, computer analyzed to perform with proper guidance, just as they did in real life.

Here's Everything You Get:
20 Super Bowl Teams (Including all the players' names and positions).
More than a dozen offensive and defensive plays to choose, giving YOU control over which players do what.
Individual players' performances and statistics updated throughout the game. You can view them during and after the game on your screen or keep permanent records using the printer option.
Your brilliant play re-enacted by all 22 players on the screen.

Full-screen re-enactment of all your plays!
All the statistics for 20 Super Bowl Teams

Three modes of play: head-to-head, solitaire and autoplay.
EXPANSION DISKS (available separately):
Season Disk has 28 teams that played in a recent year so that you have at your command the great and near-great.
Champions Disk contains 20 teams that made it to the top, including the 17-0 Miami Dolphins, Lombardi's Packers from the 67 season and the 77 Denver Broncos! plus six teams from the 1950s and 1960s.
Super Sunday is more than just an award-winning football game. It's a way to create your own football history NOW!
For your Commodore 64/128, Apple II +, IIe, IIc or IBM PC XT AT Jr. and compatibles (color graphics board required).
“Getting it up is only half the fun!”

**Spitfire**

**UNDER FIRE**
1 to 2 players. Playing time varies.

WWII Wargame Construction Set for your Apple*.
From the wheatfields of Russia to the hedgerows of northern France, a game of tactical World War II combat. commandeering an array of armor, infantry and support guns, take your men into the razor's edge of combat. Men and weapons from the United States, Germany and the Soviet Union are represented. The map is a topographic recreation of the ground they fought over, shown in three different scales. Choose the situational map for the strategic flow of battle, or the tactical screen that shows the terrain in amazing detail. Here's what you get:

- Three disk sides: containing game, roster of German, Russian and American infantry and tanks, and nine scenarios. Mapmaker disk helps you create maps for your own scenarios. Extensive rulebook, containing rules, tactical notes, a tutorial to start you on your first scenario right away, and index of screen commands.
- Joystick required for Apple II+ (optional on Ile, Iic).

Available Separately:
- Extended Capabilities Disk #1 adds British, Japanese, & Italian armies and gives more vehicles for each nation.
- Extended Capabilities Disk #2 lets you build companies and battalions and engage them in massive battles. Each country has a number of infantry companies, to which can be added armored, support weapons, special leaders and supply units. Create armies as such as the Russian Guards, American paratroopers, or German Volksgrenadiers. New rules cover surrender, retreats and the rebuilding of broken units. Pulling units from the line is more important with this disk because all units suffer permanent losses from scenario to scenario. Allows faster response time for 128K Apple owners.

**DREADNOUGHTS**
Playing time: 1½ hours

Re-create major naval action in the North Atlantic during WWII. Major warships utilized by the British, German and French navies are represented, plus some American warships. On both strategic and tactical levels, one or two players create very realistic battle engagements. Nearly everything is taken into account: gun sizes, range, ship armor, ship speed, radar, torpedoes, aircraft, much more.

For your Commodore 64/128 or Apple II+ or Ile or Iic.

**GULF STRIKE**
1 or 2 players. Playing time: 2 hours.

Land, Air and Sea Combat in the Persian Gulf

“Gulf Strike is an excellent, ambitious, demanding simulation.” —Strategy and Tactics

Wargame of the Year—Family Computing

Simulates the effect of a Soviet invasion of Iran sometime in the near future. The Soviet player has tank armies, mechanized units and infantry rolling across Iranian and Afghanistan borders, submarines, destroyers and aircraft carriers in the Persian Gulf, and command of the Iraqi forces currently at war with Iran. The United States player has his armed forces and French and British expeditionary forces. Unique method of play does away with keyboard commands and allows players to execute battle plans instead of struggling with rules. Based upon popular boardgame, Gulf Strike allows you to examine every aspect of this complex region. Complete air, land and sea orders of battle for more than a dozen nations allow you to fight each conflict to its unpredictable and often startling conclusion. For your Commodore 64/128, Apple IIe or Iic, IBM* PC XT AT or Jr, and compatibles with color graphics board required.

*Apple, Apple II, Apple III, Apple IIe, Apple IIc, Apple III, Macintosh, Mac, Lisa, LaserWriter, and LaserWriter are trademarks or registered trademarks of Apple Computer, Inc. IBM is a registered trademark of IBM Corporation.
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Hey, that's not a melon . . .

. . . and it's not a pineapple, either! This gourmet surprise is just
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challenging. No "trick" photography or studio "touch up" has been employed in
creating such fantasies as Coconuts (also
known as a grapefruit), Kiwi Potatoes (for
everyone who's tired of potatoes always
fixed the same old way), a pea-bearing
mushroom orchard or Pomme d'Orange . . .
a juicy hybrid apple orange that guarantees
double taxes! Then there's Cabbage-copia
(Brussel Mother and all the little sprouts),
Bread and Cheese (proof, once again, that
man does not live by bread alone).

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20" x 27" JIGSAW PUZZLES
with 1,000 interlocking pieces!

Daisyberries (some call them Eggberries),
Broccoli Trees heavy with their summer
crop of red-ripe cherries . . . and a Pepper
Tomato that's filled with spicy surprises!
That's it in a nutshell! Well, actually there
are Brussels sprouts in the nutsheils, but
you'll have to see Incredible Edibles to be-
lieve it!

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