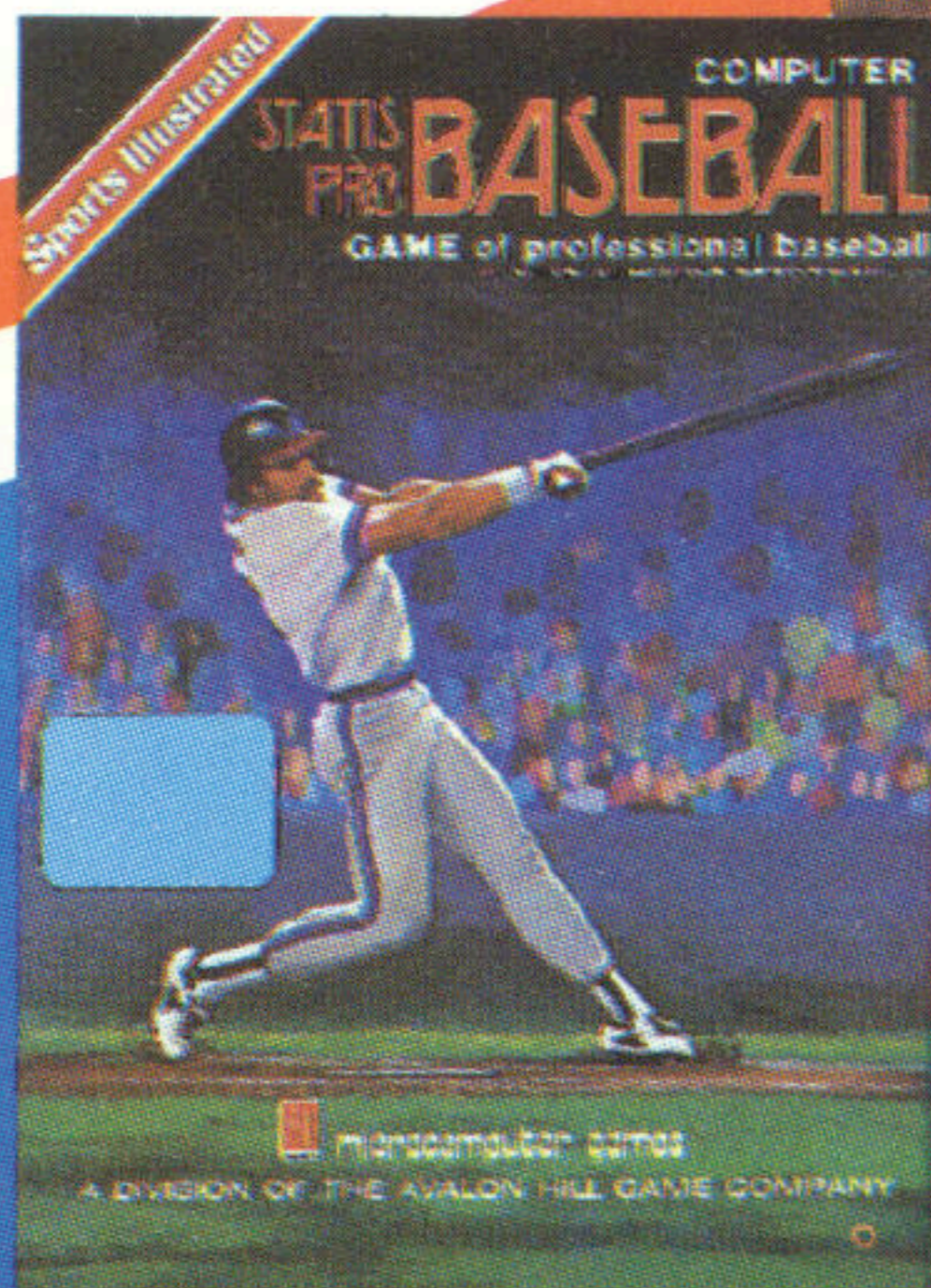
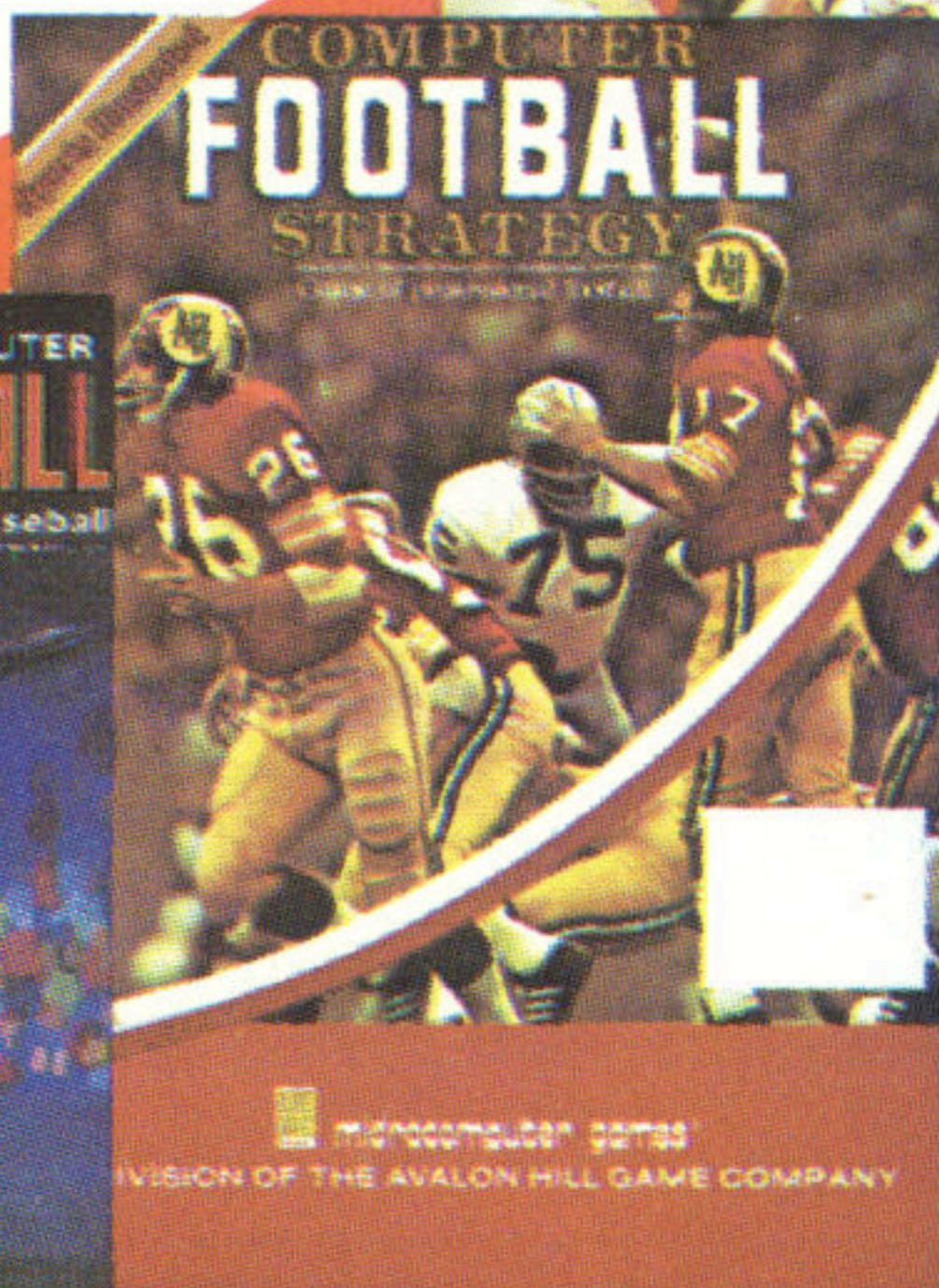
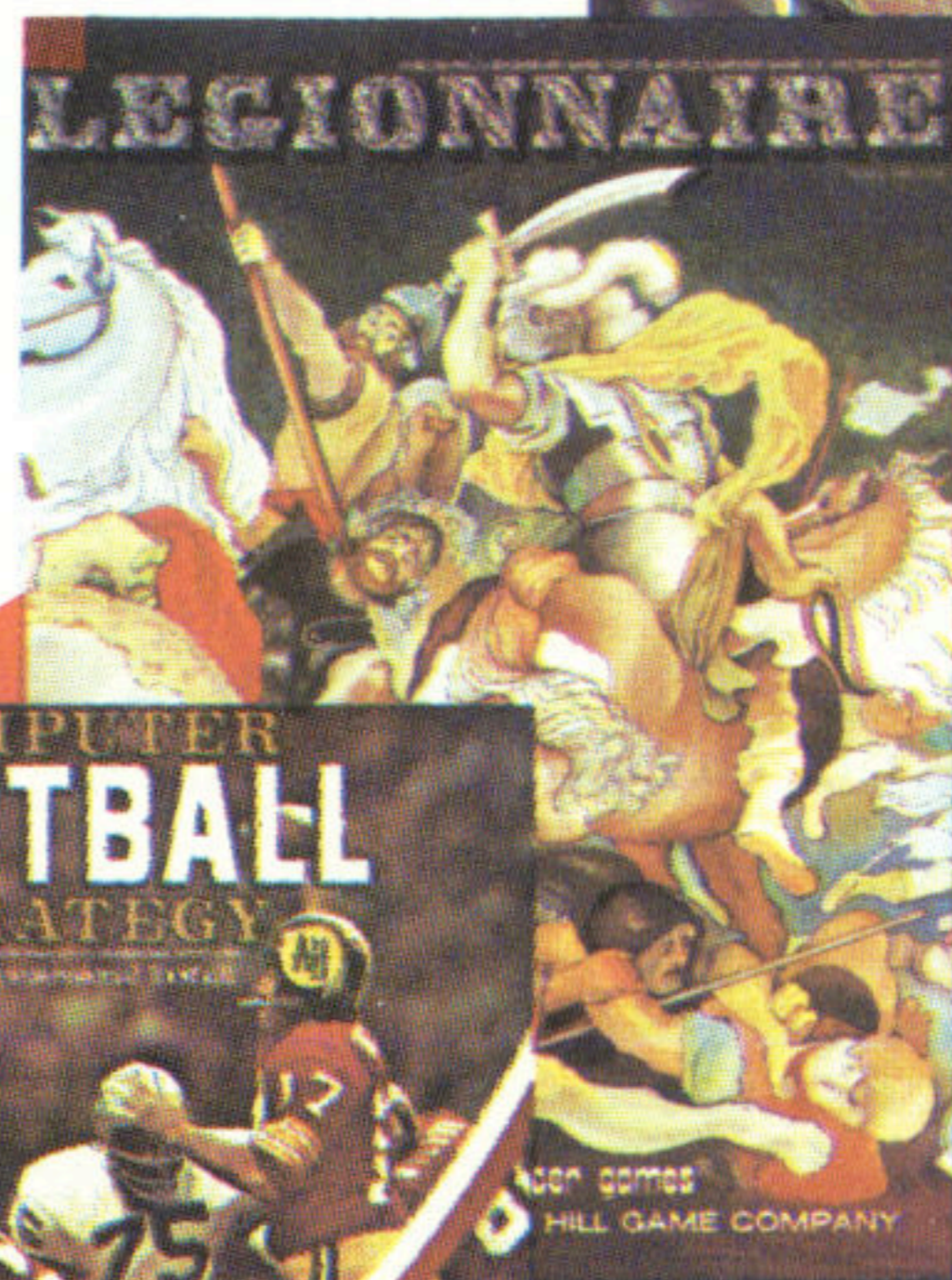
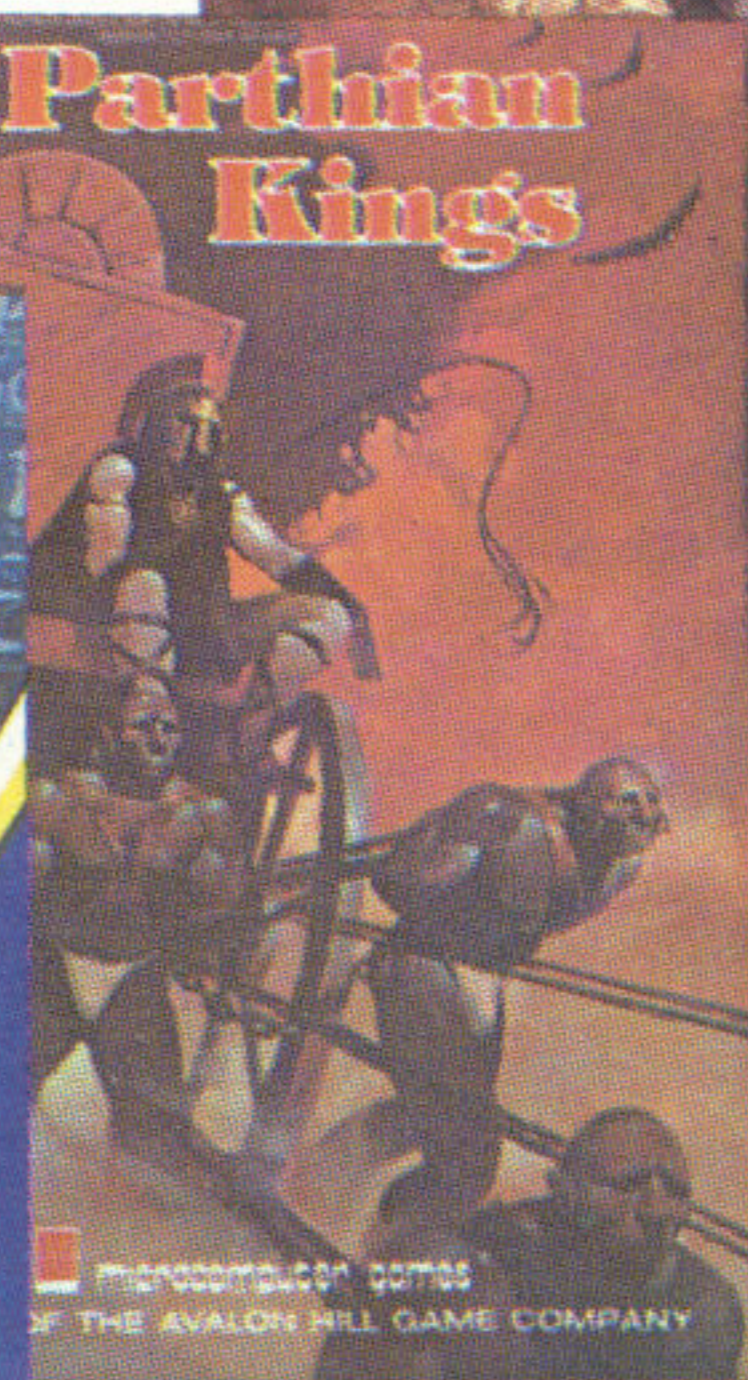
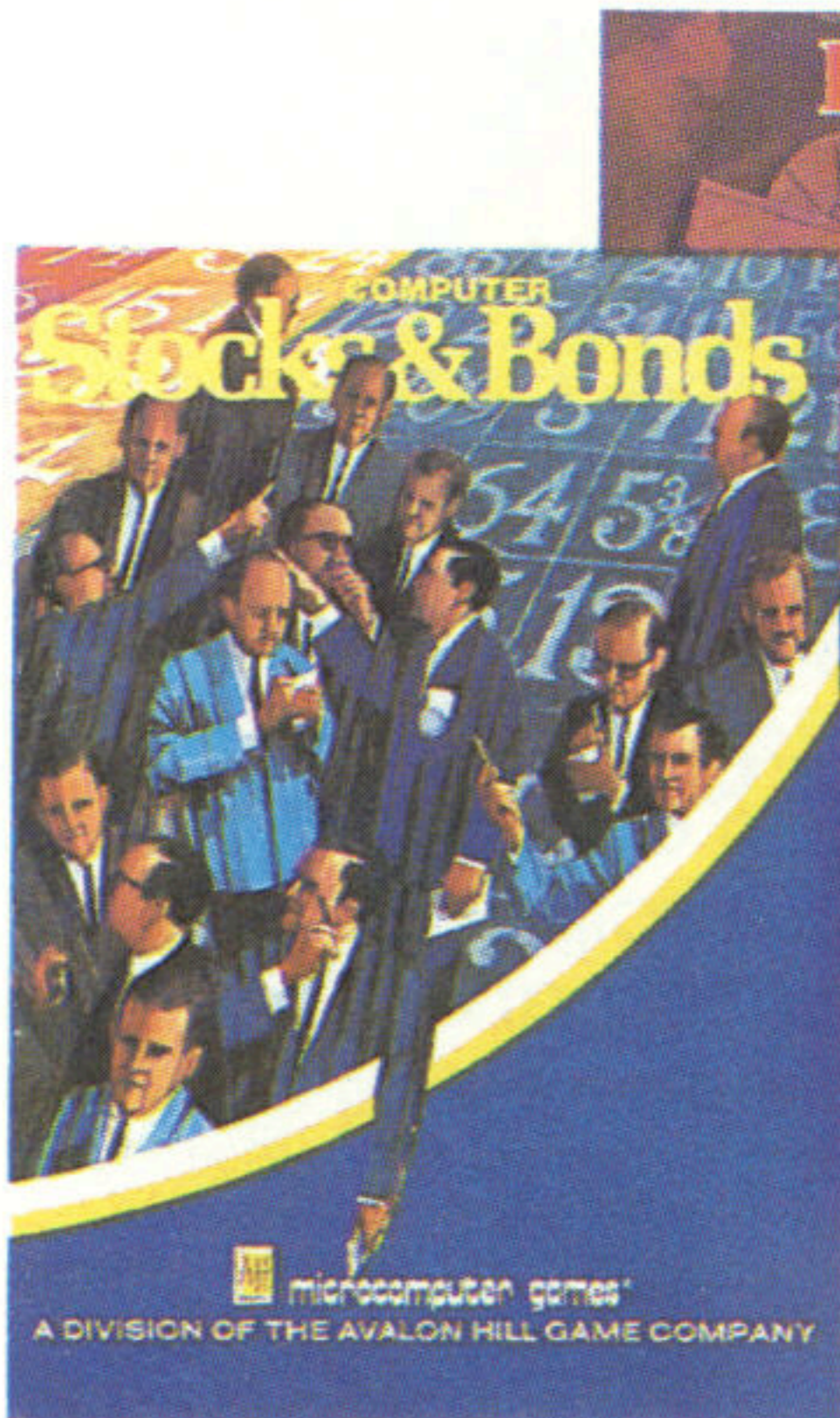
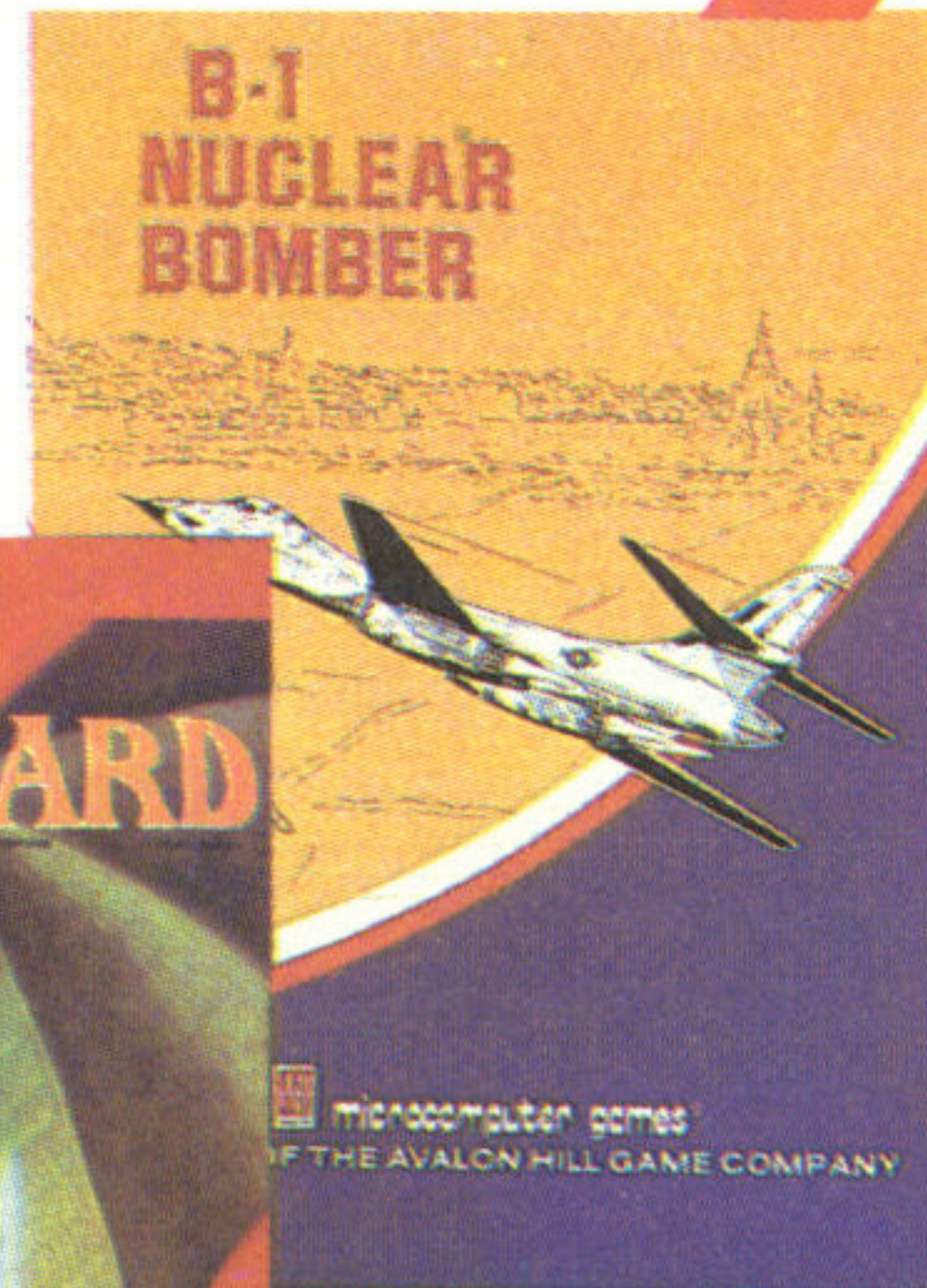
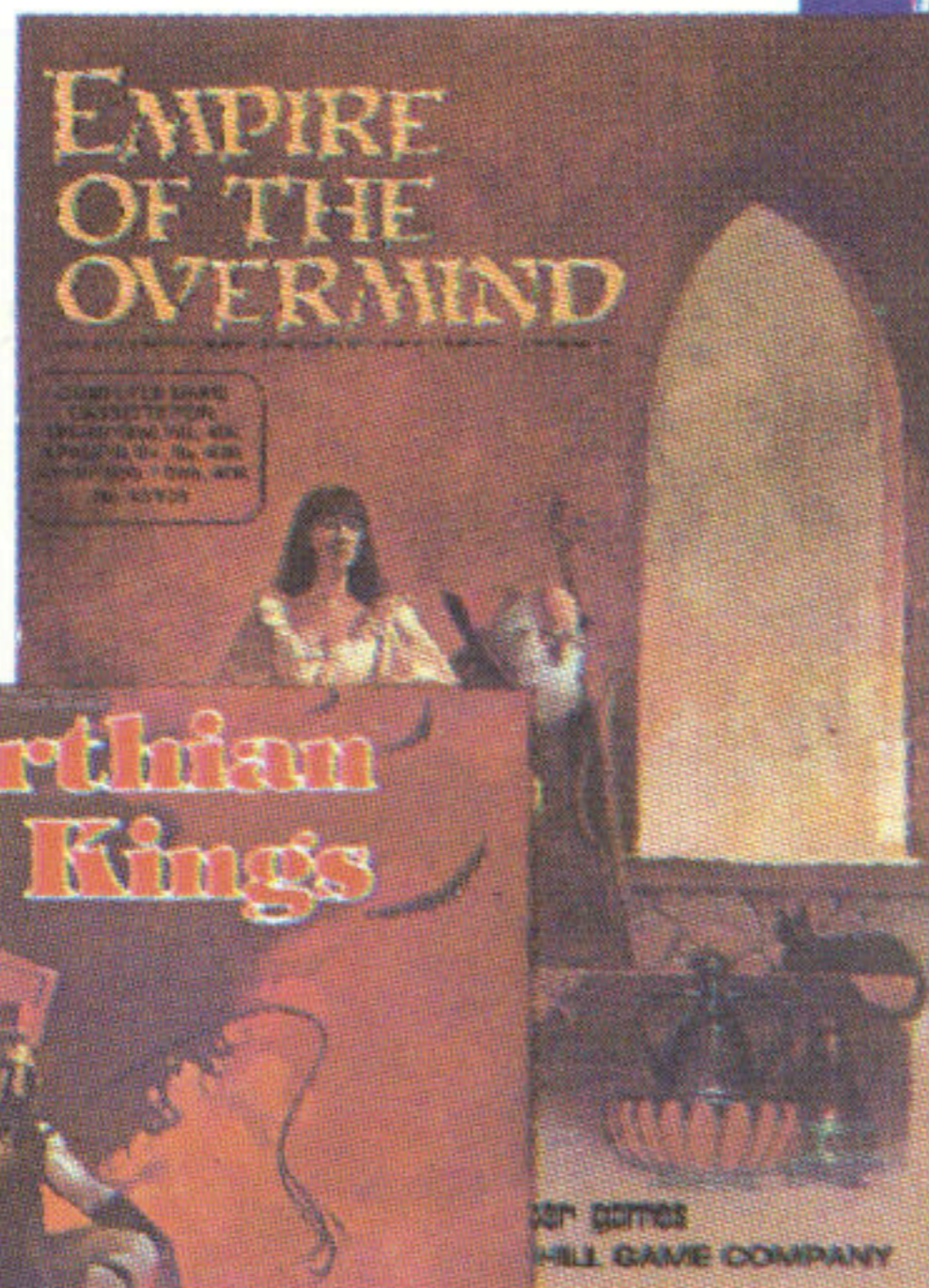
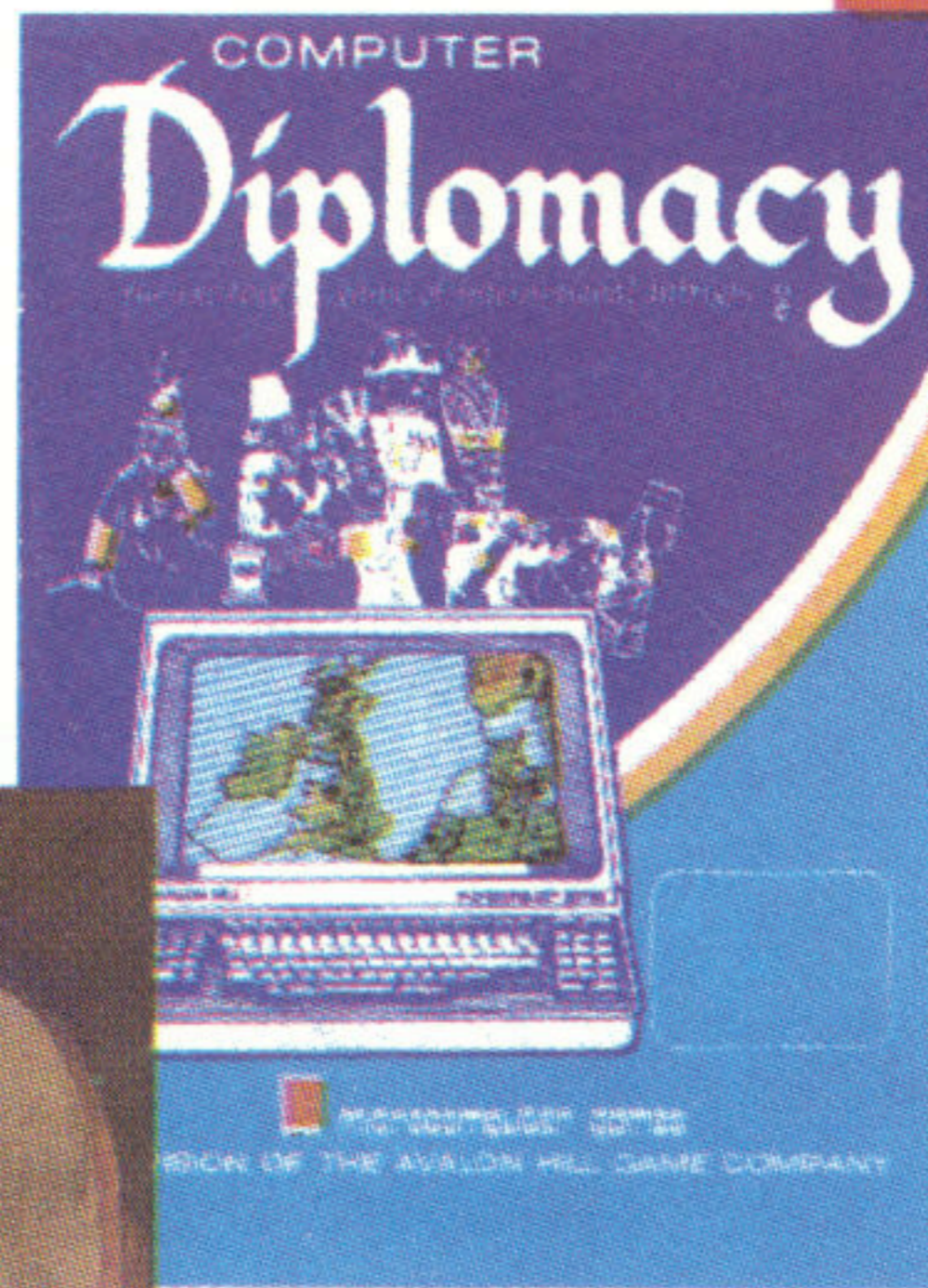
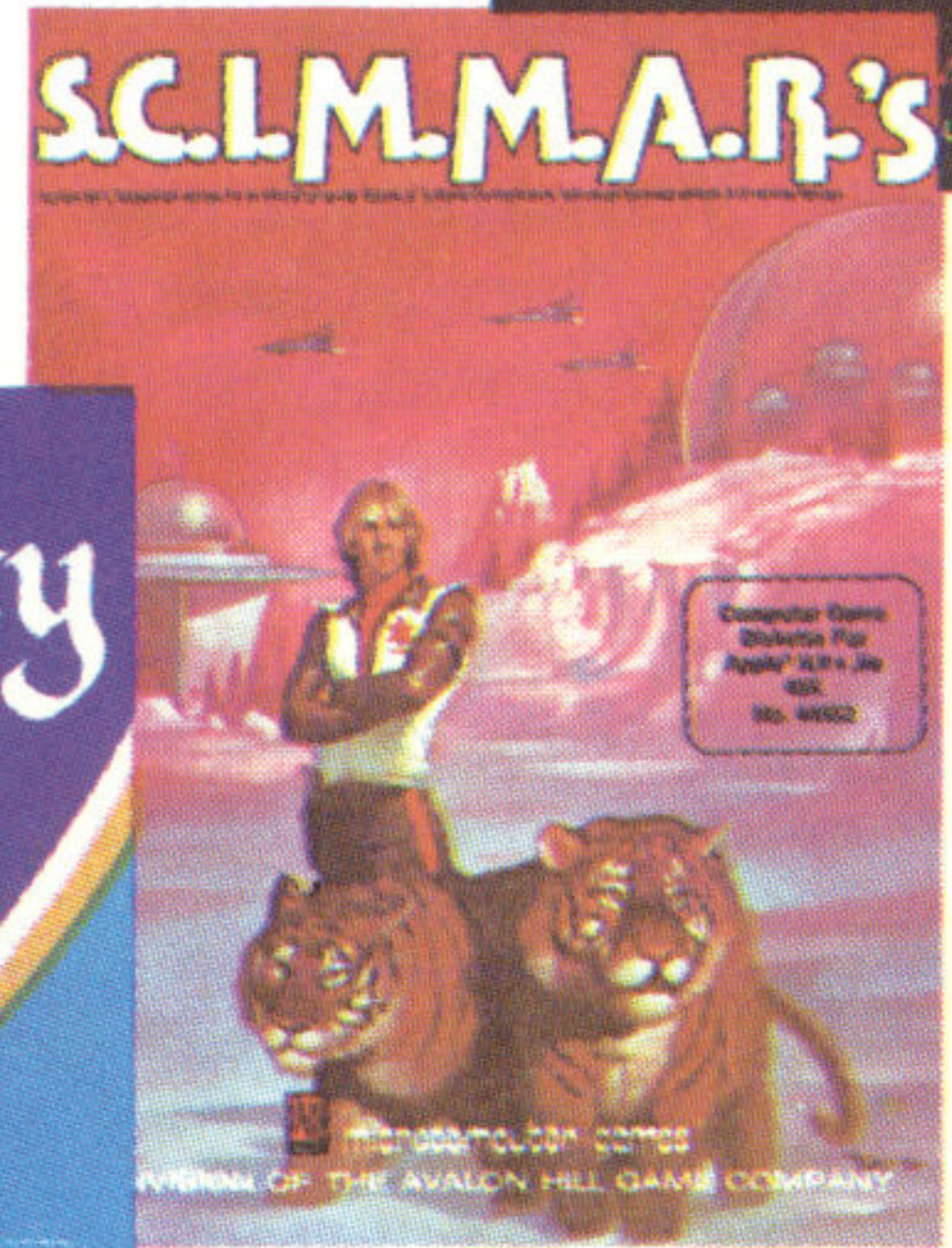
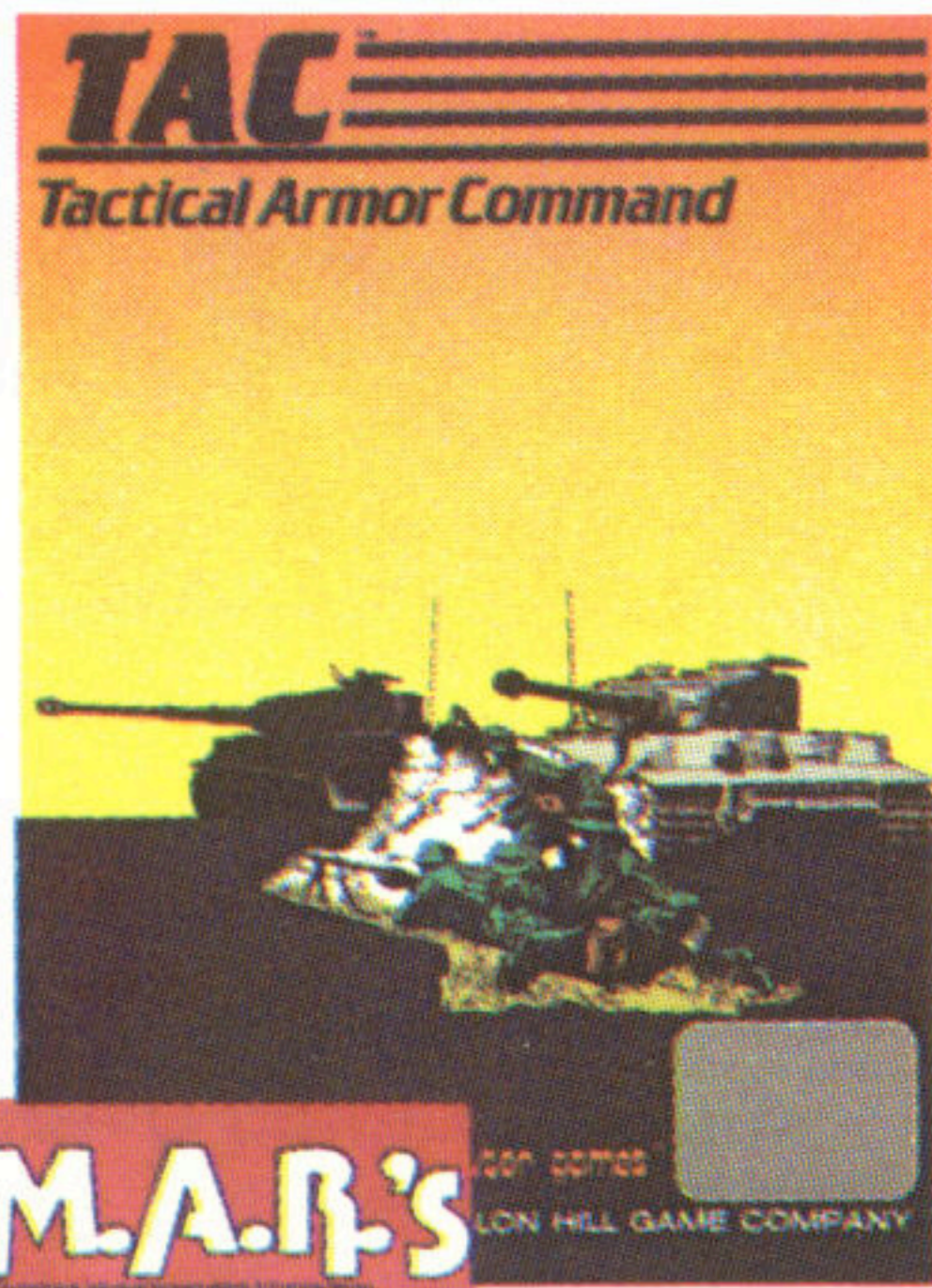


Games for the HOME COMPUTER

STRATEGY
SCI-FI
FANTASY
ADVENTURE
SPORTS
EDUCATION
ARCADE



microcomputer games®

division of The Avalon Hill Game Company

COMPUTER STRATEGY GAMES

Always the trend setter, rather than follower, The Avalon Hill Game Company has an unmatched reputation for consistent quality and award winning games in the often erratic world of game makers. From our humble origins (1958) with just one title, today Avalon Hill manufactures over two hundred Strategy, Sports Illustrated, and Leisure Time board, microcomputer, and video games to the delight of armchair generals, would-be quarterbacks and other miscellaneous role-players the world over.

Even today, Avalon Hill game designers strive to give customers a product with staying power as opposed to one that is played just a few times only to be retired to a dust-collecting closet shelf. As a rule, the level of enjoyment derived from an Avalon Hill game is proportionate to the level of thought put into YOUR game playing strategies and tactics. Small wonder we are often referred to as "The thinking man's gamemaker."

GAME PROFILES . . .

Every strategy game has been rated for complexity and all games include additional information such as the number of players possible and average playing time. However, these ratings can be deceiving. We don't want the new, potential Microcomputer gamer to be turned off after trying just one game. There is something for everyone here. It's just a matter of finding the right thing for you.

Complexity ratings of one to three are introductory level games. Ratings of four to six are intermediate levels, and ratings of seven to ten are the advanced levels. Many games have more than one level in the game itself, having a basic game and one or more advanced games, whether in the form of scenarios or different play derivations. In fact, many permit players to re-create any hypothetical or historical action of the type covered by the game. In other words, the advance up the complexity scale can be accomplished within the game.

Part of the microcomputers allure is the availability of an opponent upon demand. Most of our games incorporate a solitaire feature, and many permit multi-player participation. Generally, the more players, the longer the game. The playing times estimated after each game takes for granted that the player(s) have familiarized themselves with the game's mechanics.

The following pages display our full line of MICROCOMPUTER GAMES® categorized by subject. It's easy to read and hard to put down without eyeballing a game you can't resist!

Prices vary from store to store. See our separate Games/Parts List for current retail pricing of all our products.

***NEW**



Joystick required.

⑤ Numbered circles represent complexity rating on a scale of 1 to 10: 10 being most complex.

Apple, Atari, Commodore, IBM, Timex, TRS-80 and VIC 20 are registered trademark names for Apple Computers, Warner Communications, International Business Machines, Timex Corporation, Tandy Corporation and Commodore Business Machines.

STRATEGY WAR GAMES

NEW . . .

T.A.C.—An acronym for Tactical Armor Command. Avalon Hill's Microcomputer Game of Armored Combat during World War II. You control individual tanks, anti-tank guns, and infantry squads. For one or two players featuring outstanding Hi-Resolution graphics, enhanced sound, and stimulating challenge. Five different scenarios are available from Meeting Engagement, Rear Guard, and Static Defense, to Breakout and Stalemate. The players control up to eight vehicles, guns and squads simultaneously, utilizing the equipment of either the German British, Russian or American forces. A simulation for the most demanding wargamers.

"T.A.C. is a carefully researched and designed game of impressive sophistication."—Softalk

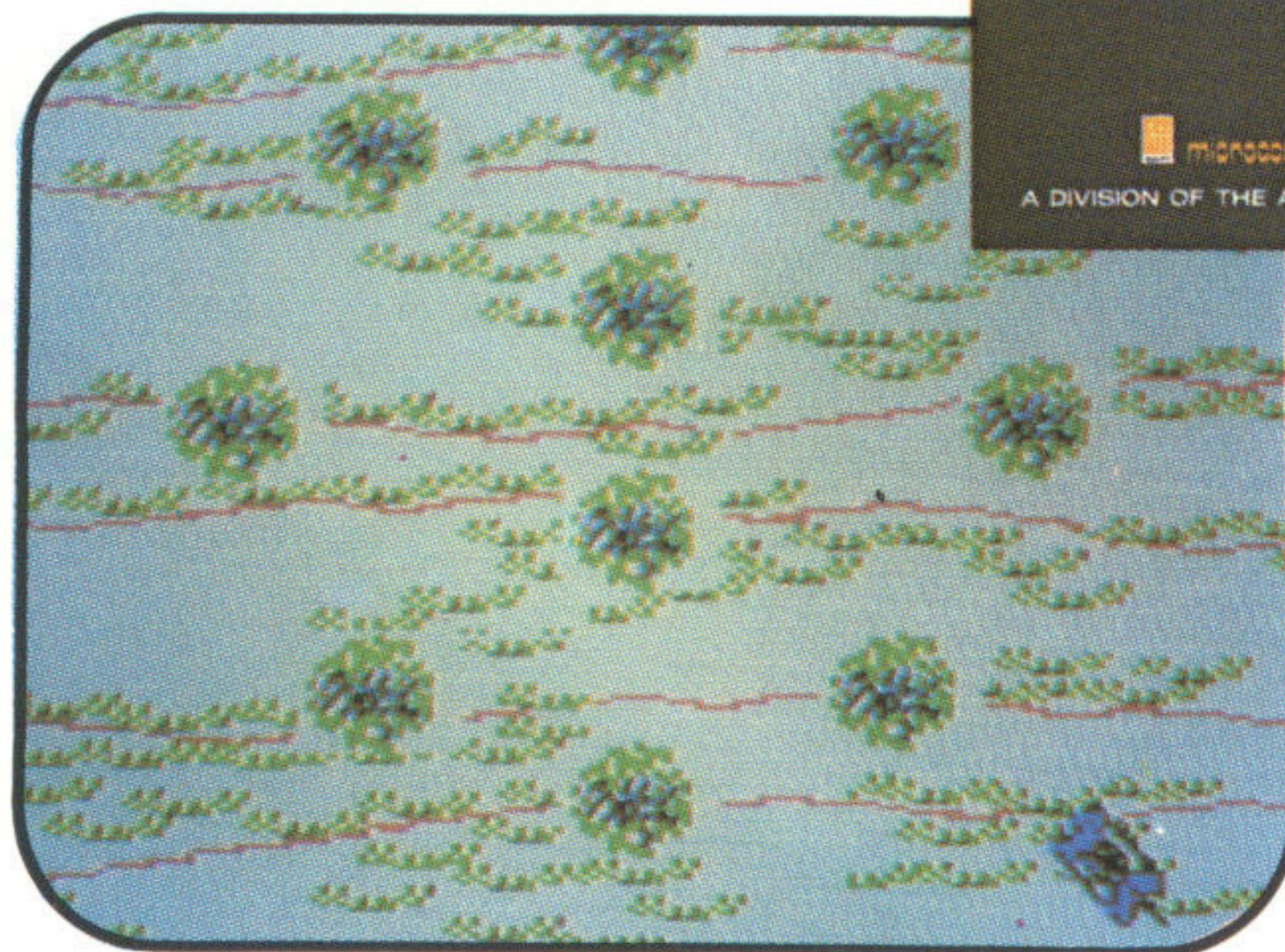
1 or 2 players. Playing time: 20 minutes to 1 hour.

Game No. 46052—48K Diskette for Apple Home Computers.

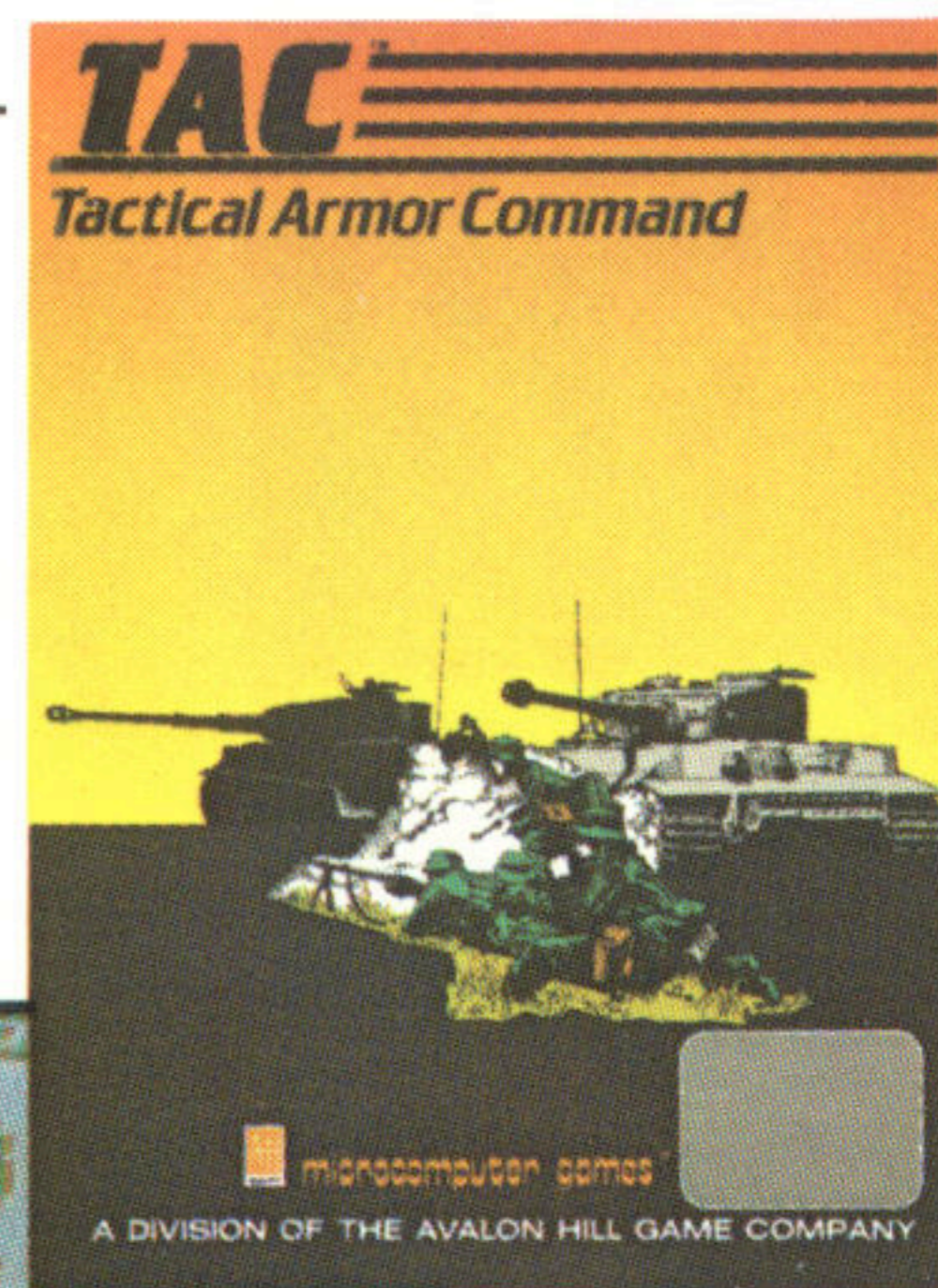
• **Game No. 46053**—48K Diskette for Atari Home Computers.

• **Game No. 46054**—64K Diskette for IBM PC.

Game No. 46055—64K Diskette for Commodore 64.



Apple version



Atari version only

9

CLOSE ASSAULT—Advanced wargame of tactical infantry combat. Russian, German and American forces are represented in this WWII simulation, which blends the allure of computerization with tabletop gaming. **CLOSE ASSAULT** permits original scenario development or pre-programmed ones. Features include double hidden movement, solitaire or two player option and morale factors, and most unique, a game system that actually lets you control squad level units in lifelike situations.

"A well designed and challenging game."—Computer Gaming World.

"The level of play and sophistication of Close Assault makes it a first-rate entry into the wargame arena."—Softalk

1 to 2 players. Playing time: 1 to 2 hours.

Game No. 42201—48K Cassette for TRS-80 Mods. I/III/IV, Apple Home Computers; 40K Cassette for Atari 4/800.

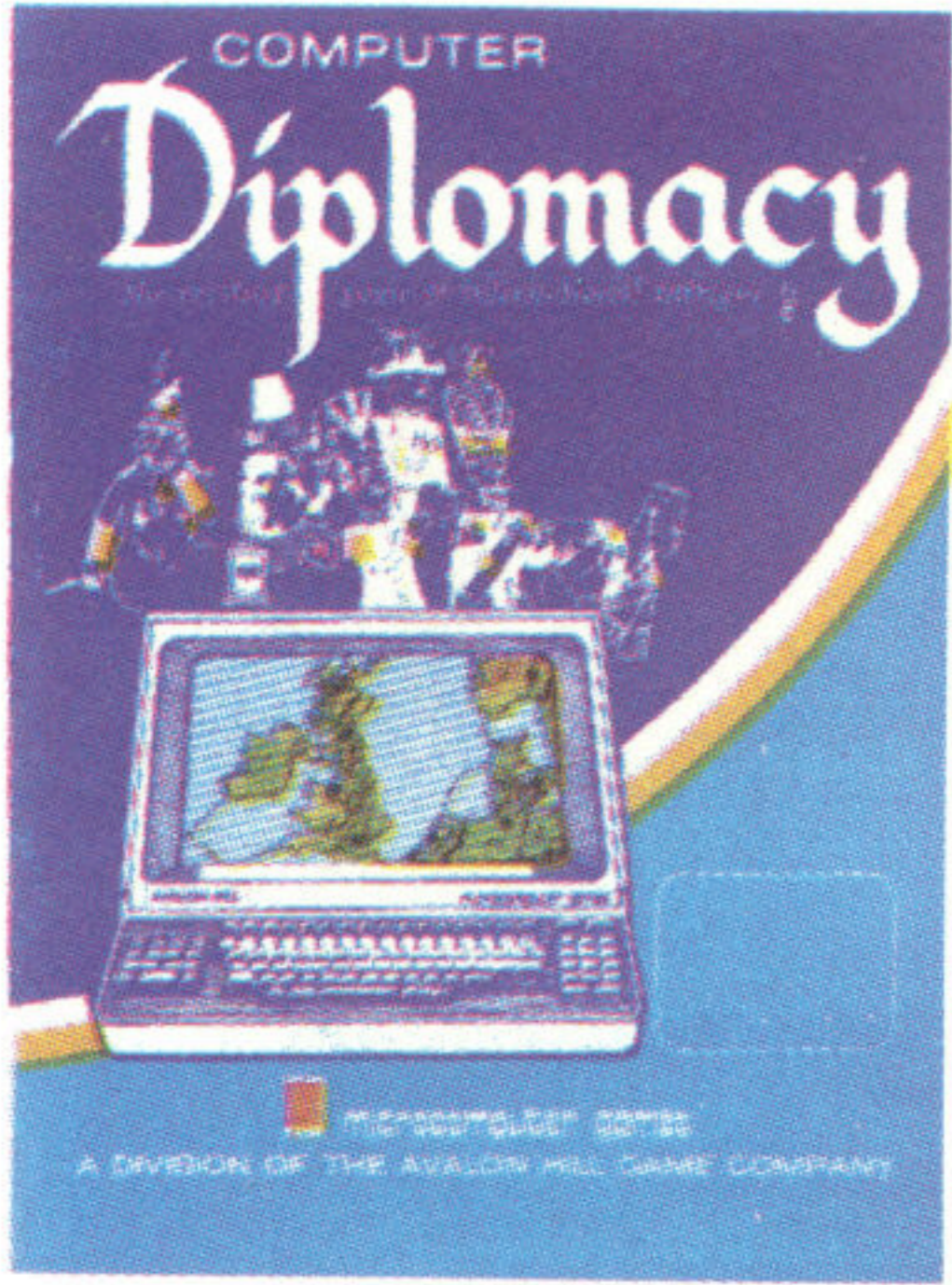
Game No. 42251—48K Diskette for TRS-80 Mods. I/III/IV.

Game No. 42252—48K Diskette for Apple Home Computers.

Game No. 42253—48K Diskette for Atari Home Computers.



8



COMPUTER DIPLOMACY—A computer simulation of Avalon Hill's classic board game of the same name. It's the turn of the century, and the world is preparing for WWI. A solitaire or multi-player game in which each player controls one of the major powers—Germany, Austria, Hungary, Turkey, Russia, Italy, England and France. The goal is to spread your influence and control over other territories, with diverse methods, from diplomacy and political strategies, to back-stabbing and psychological intimidation.

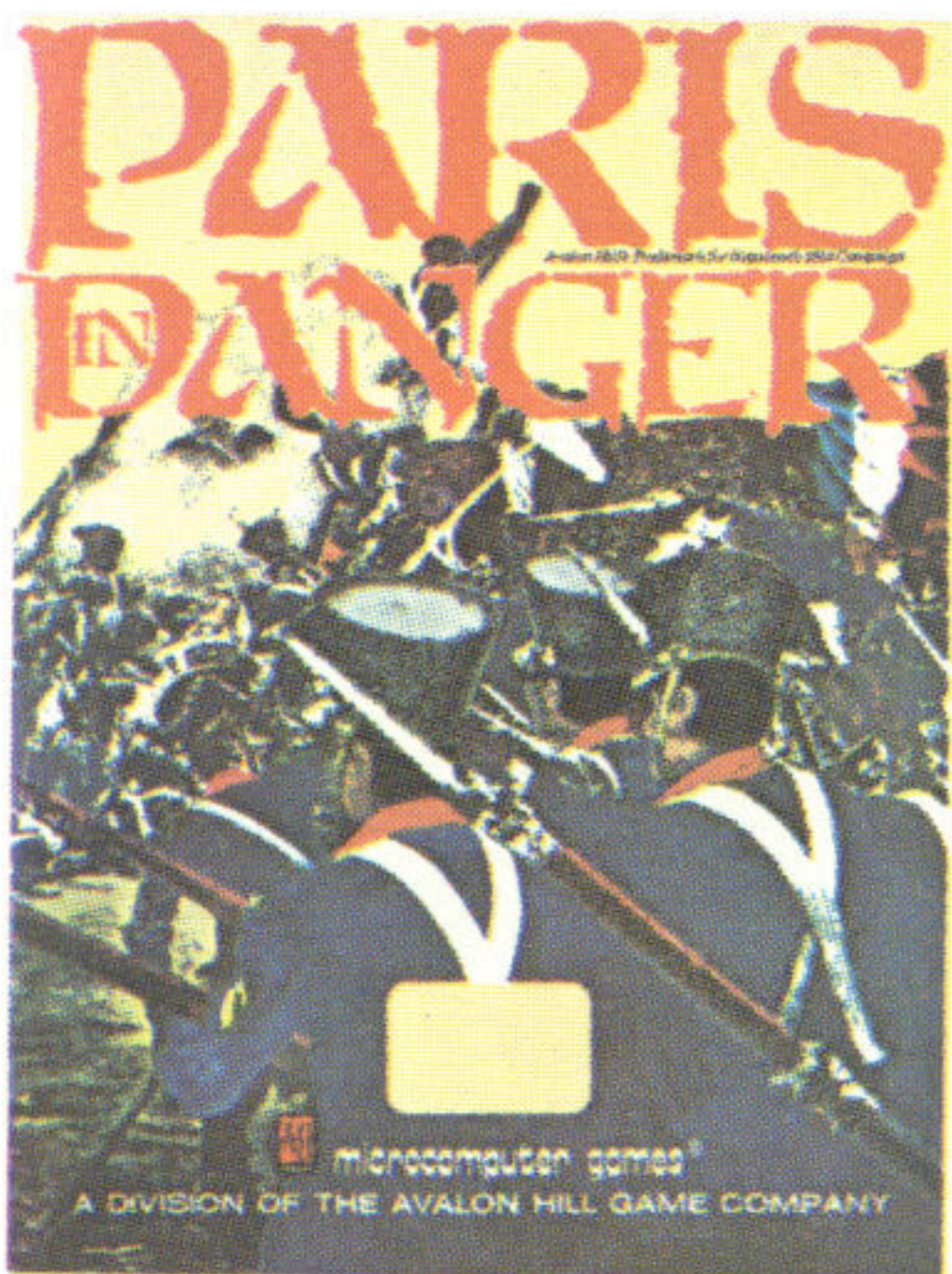
1 to 7 players. Playing time: 2 to 4 hours.

- **Game No. 43051**—48K Diskette for TRS-80 Mods. I/III/IV.
- **Game No. 43054**—256K Diskette for IBM PC



TRS-80 version

7



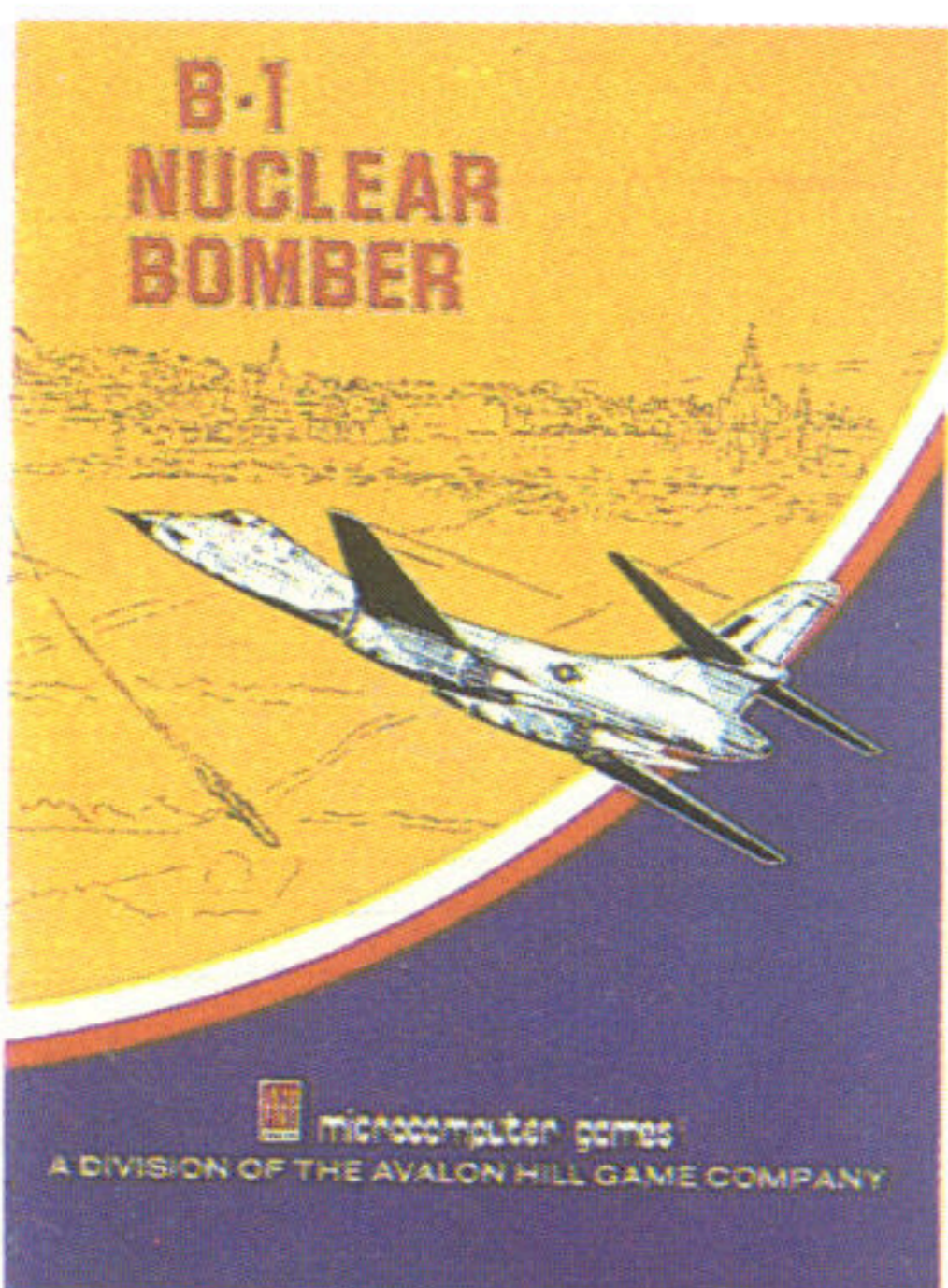
PARIS IN DANGER—A simulation of Napoleon's 1814 campaign in France. One of Napoleon's finest, against the invading Allied Armies (Austrian, Prussian and Russian). You can choose to take the role as Napoleon, Commander Schwarzenberg, or play both sides to recreate the actual campaign. PARIS IN DANGER is unique, in that it allows the players to compete on both the strategic and tactical levels, on a full-color scrolling map of France and surrounding countries.

For 2 players. Playing time: 2 to 4 hours.



7

- **Game No. 44753**—48K Diskette for Atari Home Computers.



B-1 NUCLEAR BOMBER—You are the pilot of a B-1 bomber on a mission over the Soviet Union. You must fly through stiff Russian defenses to the target city, bomb it and return home. Your computer controls the Soviet MIG fighters and surface-to-air missiles. You must rely on your electronic counter measures and self-defense missiles.

For 1 player. Playing time: 15 to 30 minutes.

- **Game No. 40002**—64K Cassette for Commodore 64; 32K Cassette for Atari Home Computers; 16K Cassette for VIC-20.
- **Game No. 40003**—16K Cassette for TRS-80 Mods. I/III/IV, TI99/4-A, Timex/Sinclair.
- Game No. 40051**—32K Diskette for TRS-80 Mods. I/III/IV.
- Game No. 40052**—48K Diskette for Apple II.
- Game No. 40053**—48K Diskette for Atari Home Computers.
- Game No. 40054**—48K Diskette for IBM PC.
- Game No. 40055**—64K Diskette for Commodore 64.

2

V.C.—V.C., short for Viet Cong a game on the controversial Viet Nam War. You command the chopper based air-mobile and heavily armed 1/509th Air Cavalry and 9/15th Field Artillery for fire support. You have the task of bringing the civilian population under your protection where the enemy can hide amongst the people, and where the politics of terrorism and friendship can turn the people you want to save against you.

V.C. faithfully re-creates this struggle in which you can lose without ever being defeated.

For 1 player. Playing time: 30 minutes.

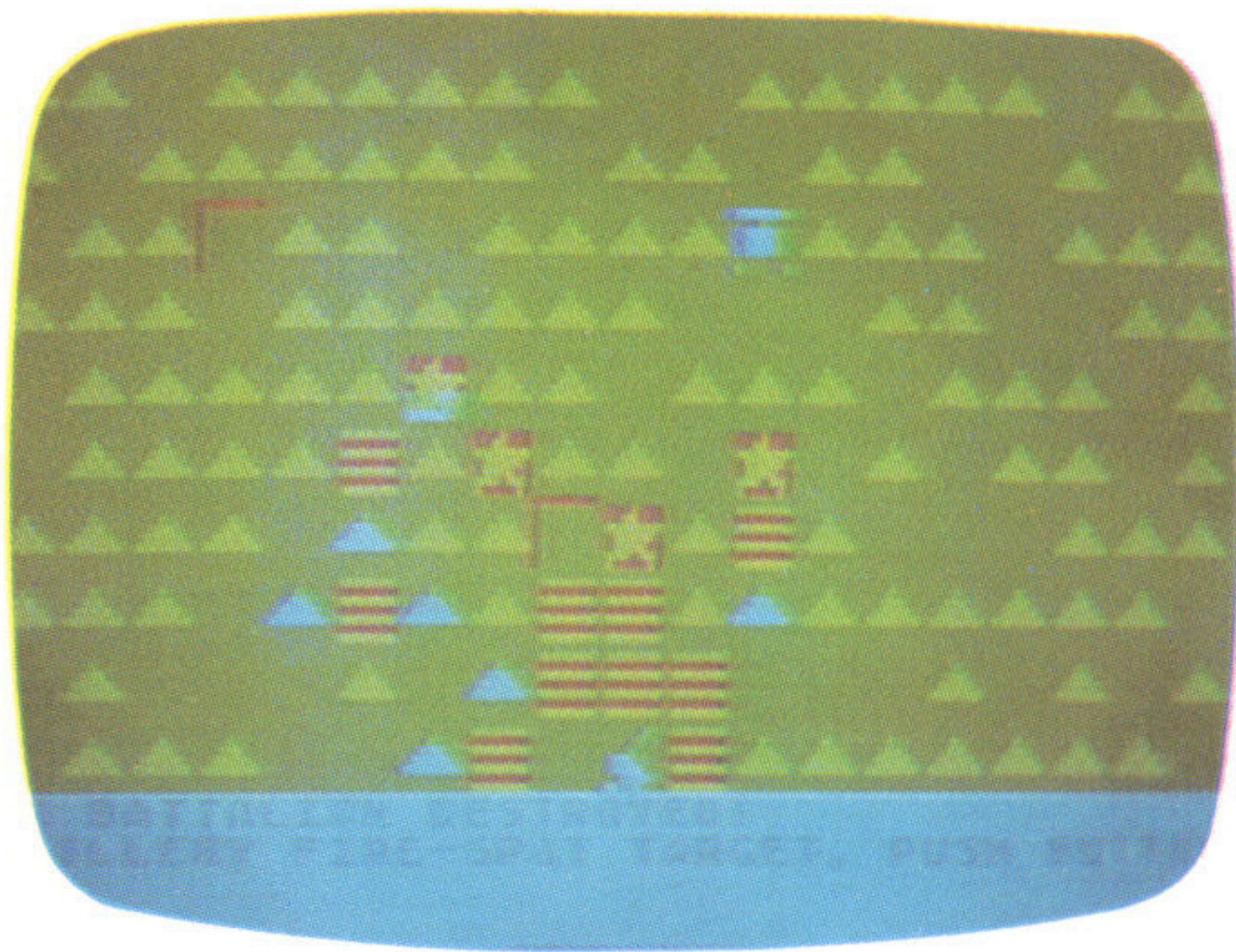
• **Game No. 42601**—16K Cassette for TRS-80 Mods. I/III/IV; TRS-80 Color; 32K Cassette for Atari Home Computers.

Game No. 42651—32K Diskette for TRS-80 Mods. I/III/IV.

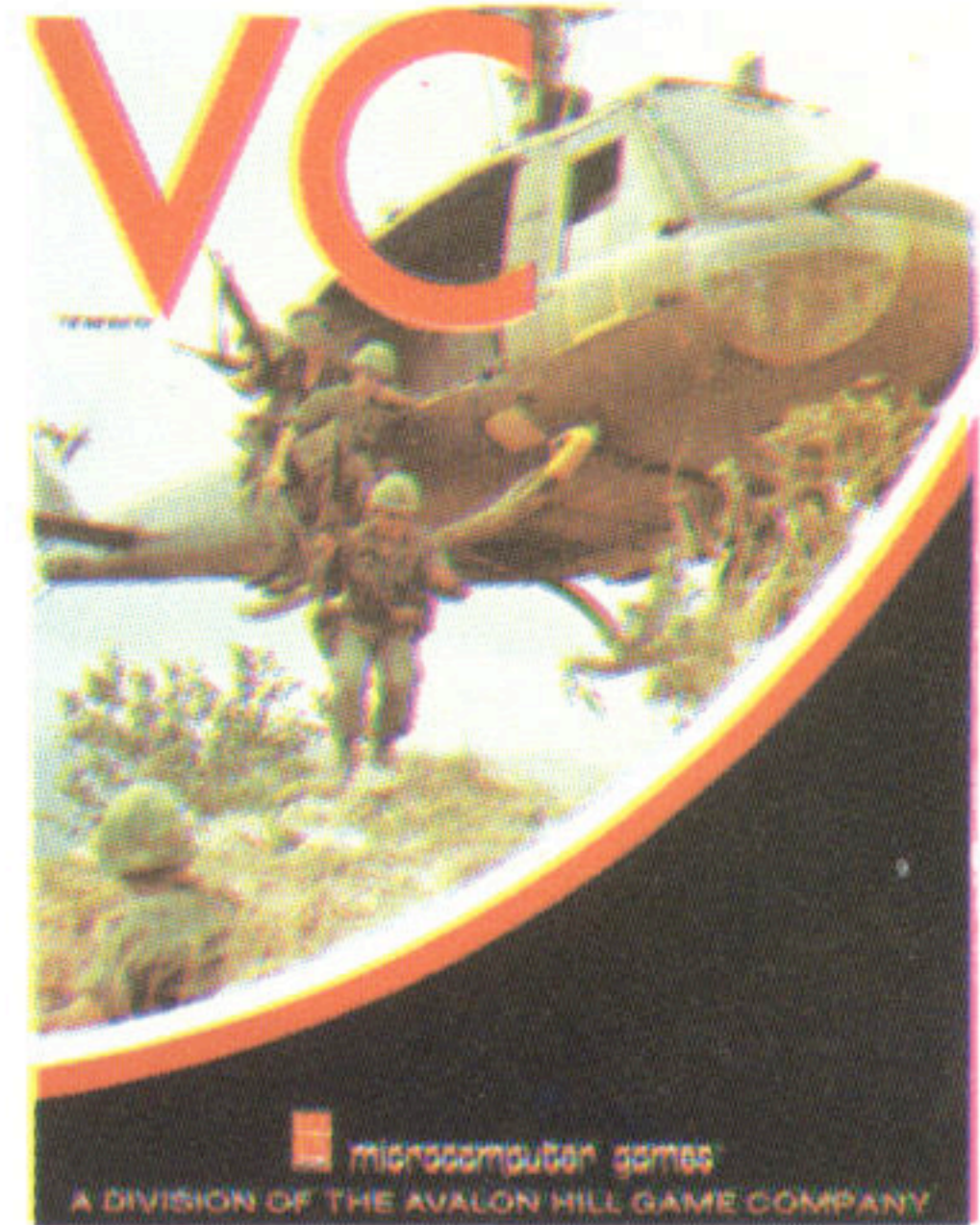
Game No. 42652—48K Diskette for Apple Home Computers.

Game No. 42653—48K Diskette for Atari Home Computers.

Game No. 42654—48K Diskette for IBM PC.



Atari version



6

TRS-80 Color & Atari

LEGIONNAIRE—Real-time simulation of tactical combat during the days of ancient Caesar. YOU as Caesar command up to ten legions against an army of barbarian infantry. The game provides cavalry, shock effects, fatigue, morale, and slope effects as the battlefield scrolls before you in full color and animation. **LEGIONNAIRE** presents the finest **graphics** and **playability** way **beyond the state of the art**.

Awards: *Wargame of the Year*—Video Games Player Magazine and *Most Innovative Program of 1982-83*—Consumer Electronics Showcase.

For 1 player. Playing time: 20 to 45 minutes.

Game No. 43501—16K Cassette for Atari Home Computers.

• **Game No. 43552**—48K Diskette for Apple Home Computers.

Game No. 43553—32K Diskette for Atari Home Computers.

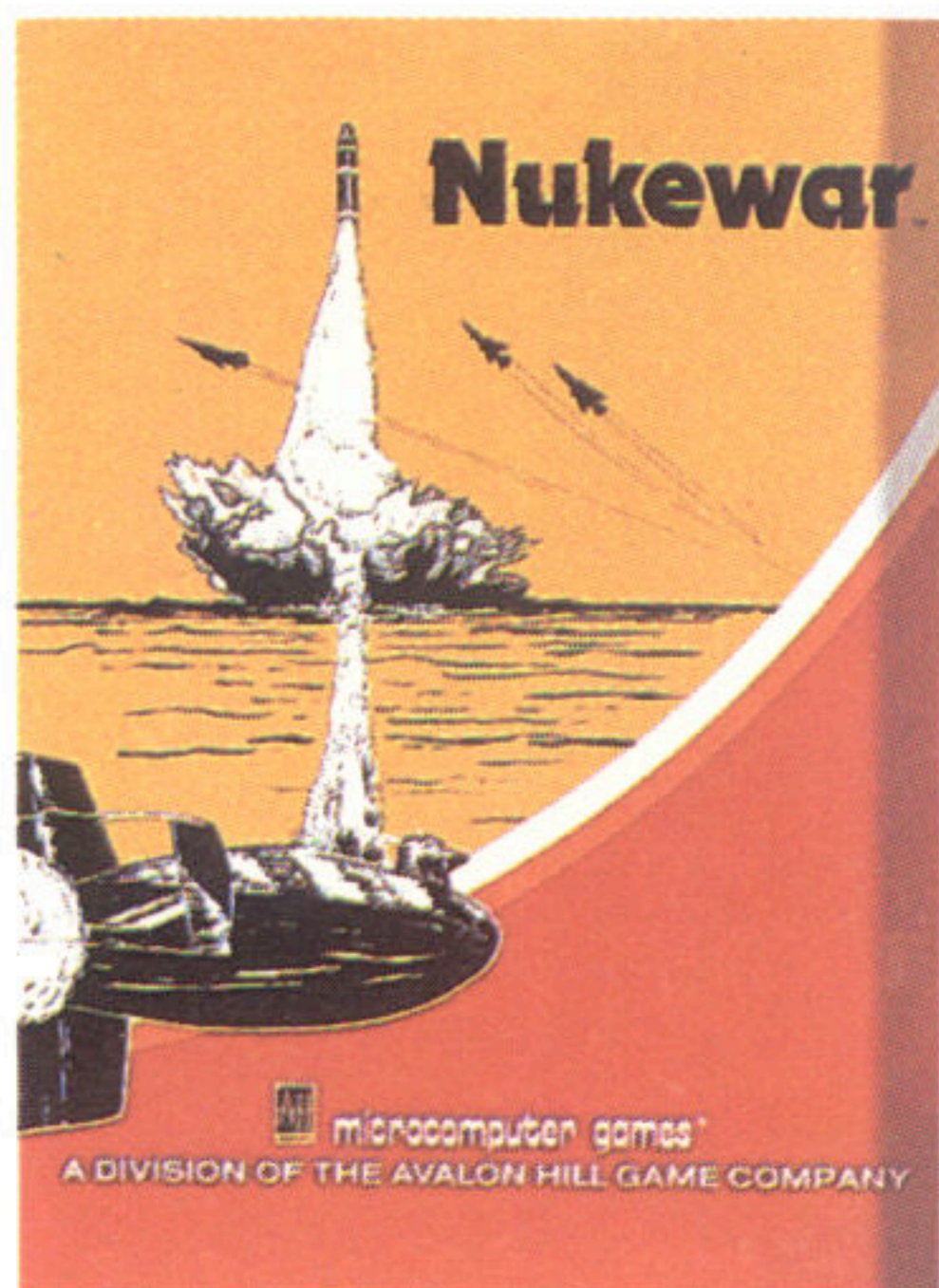


Atari version



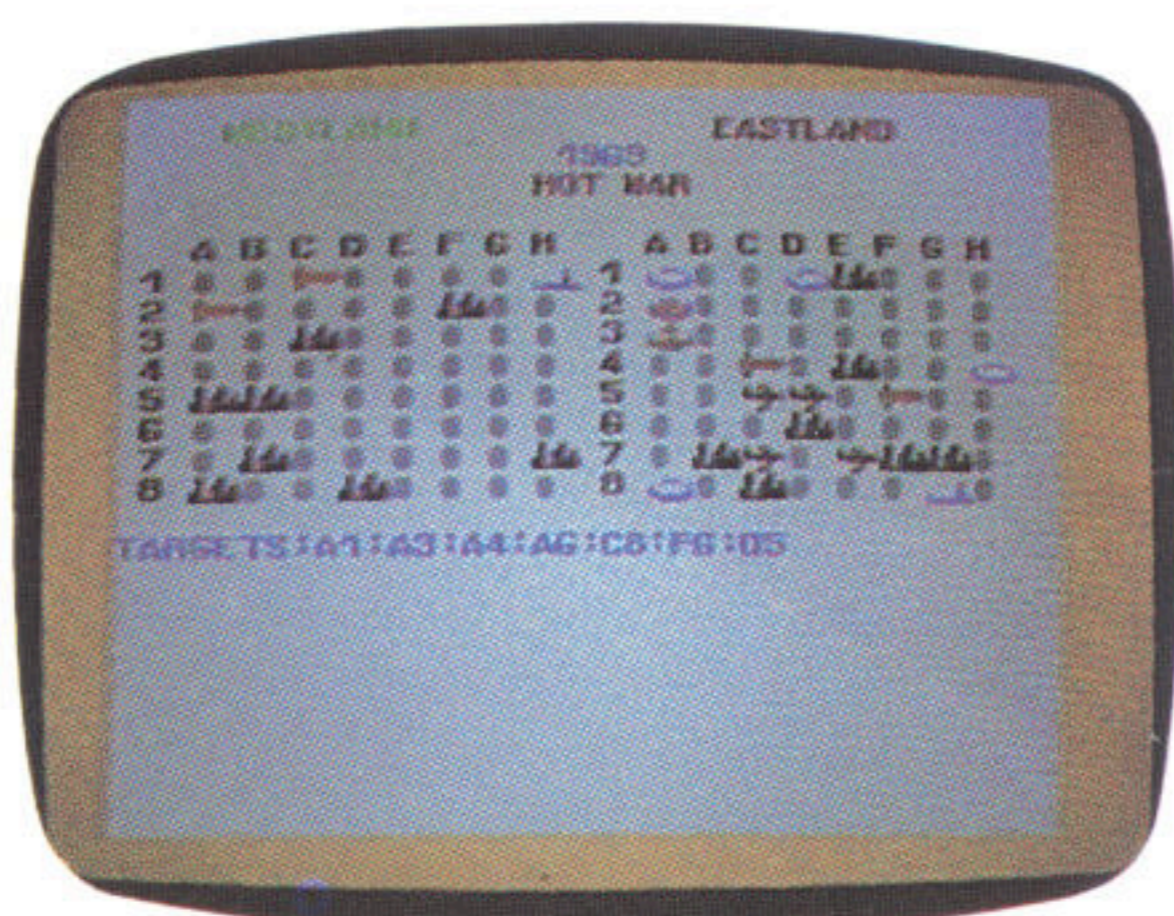
Atari version only

6



NUKEWAR—Nuclear confrontation between two hypothetical countries. Defend your country by massive espionage efforts, or by building jet fighter bombers, missiles, submarines and anti-ballistic missiles. Your cold and calculating computer will choose its own strategy!

For 1 player. Playing time: 15 to 45 minutes.



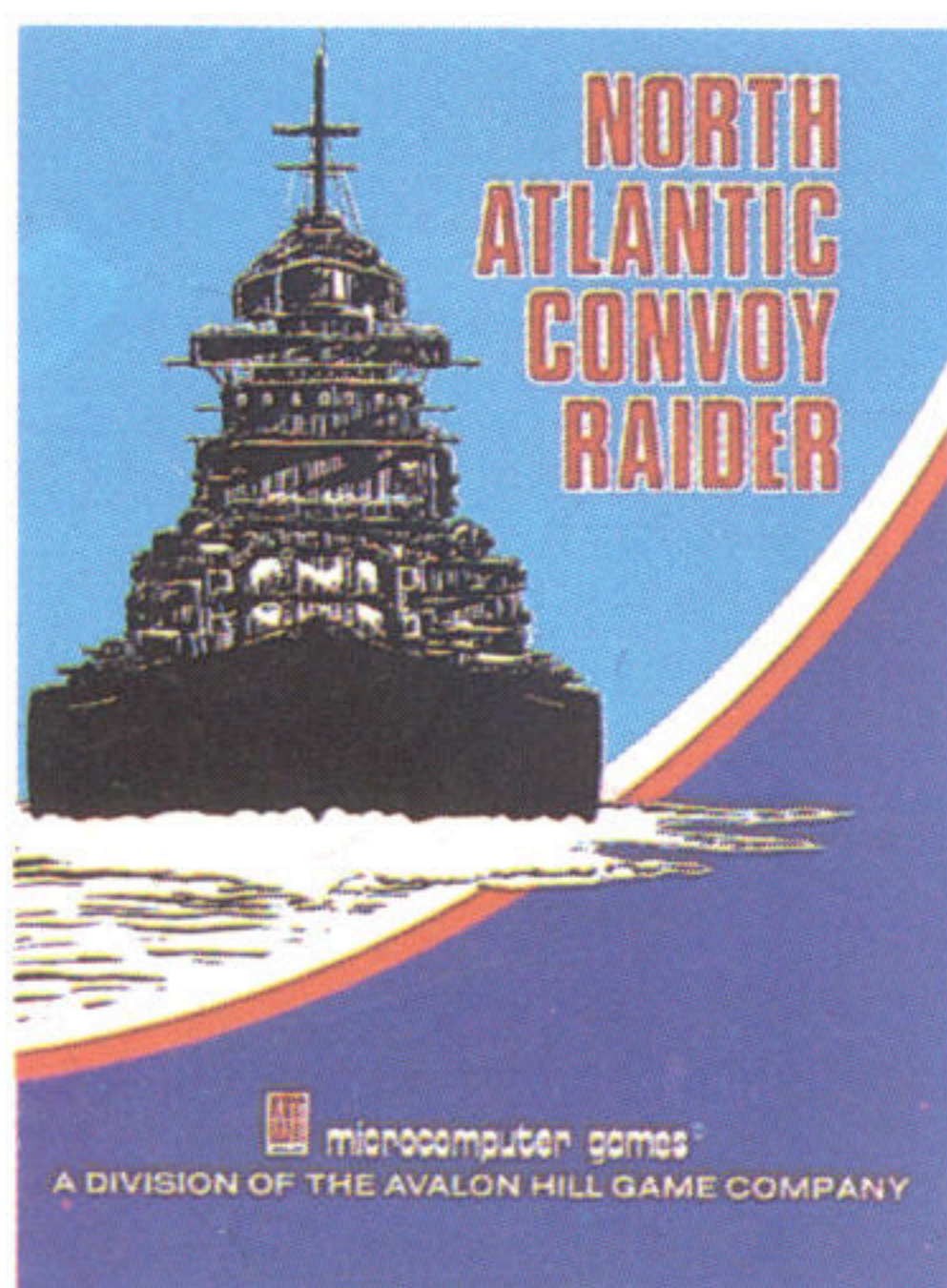
Commodore 64 version

3

Game No. 40301—16K Cassette for TRS-80 Mods. I/III/IV, Atari Home Computers, VIC-20; 64K Cassette for Commodore 64.

Game No. 40351—32K Diskette for TRS-80 Mods. I/III/IV.

Game No. 40352—48K Diskette for Apple Home Computers.



NORTH ATLANTIC CONVOY RAIDER—In the Bismarck convoy raid of 1941, the computer controls the British convoys and battleships. Will the Bismarck sink the Hood, only to be sunk by the Rodney and King George V, as in history? Or, will the Bismarck cripple or sink the British Home Fleet and go rampaging through the convoy lanes?

For 1 player. Playing time: 15 to 45 minutes.

Game No. 40201—16K Cassette for TRS-80 Mods. I/III/IV, Apple Home Computers, CBM PET, CBM PET version compatible on C-64.

Game No. 40251—32K Diskette for TRS-80 Mods. I/III/IV.

Game No. 40252—48K Diskette for Apple Home Computers.

Game No. 40253—24K Diskette for Atari Home Computers.

1

MIDWAY CAMPAIGN—Your computer controls a huge force of Japanese ships whose objective is to invade and capture Midway Island. In the actual engagement the Japanese made several tactical errors which cost them the battle. Your computer probably won't make the same mistakes! You command the badly out-numbered and outranged U.S. Naval Forces. Your only advantage is surprise.

"This gripping game creates tension, but leaves the player ready for more."—PC Magazine

For 1 player. Playing time: 15 to 45 minutes.

Game No. 40101—16K Cassette for TRS-80 Mods. I/III/IV, Apple Home Computers, CBM PET; 32K Cassette for Atari Home Computers.

Game No. 40102—32K Cassette for Atari Home Computers, TRS-80 Color; 64K Cassette for Commodore 64; VIC 20, Timex-Sinclair with 16K.

Game No. 40151—32K Diskette for TRS-80 Mods. I/III/IV.

Game No. 40152—48K Diskette for Apple Home Computers.

Game No. 40153—40K Diskette for Atari Home Computers.

Game No. 40154—48K Diskette for IBM PC.

4



TANKTICS—Armored combat on the Eastern front of WWII. Includes full-color mounted mapboard and counters. You, as the German tank platoon leader, start the game outnumbered 2 to 1. However, you choose your tank types before each of 5 scenarios. Specify what your opponent, the computer, is to have before going after or defending the specified objective from the Russians.

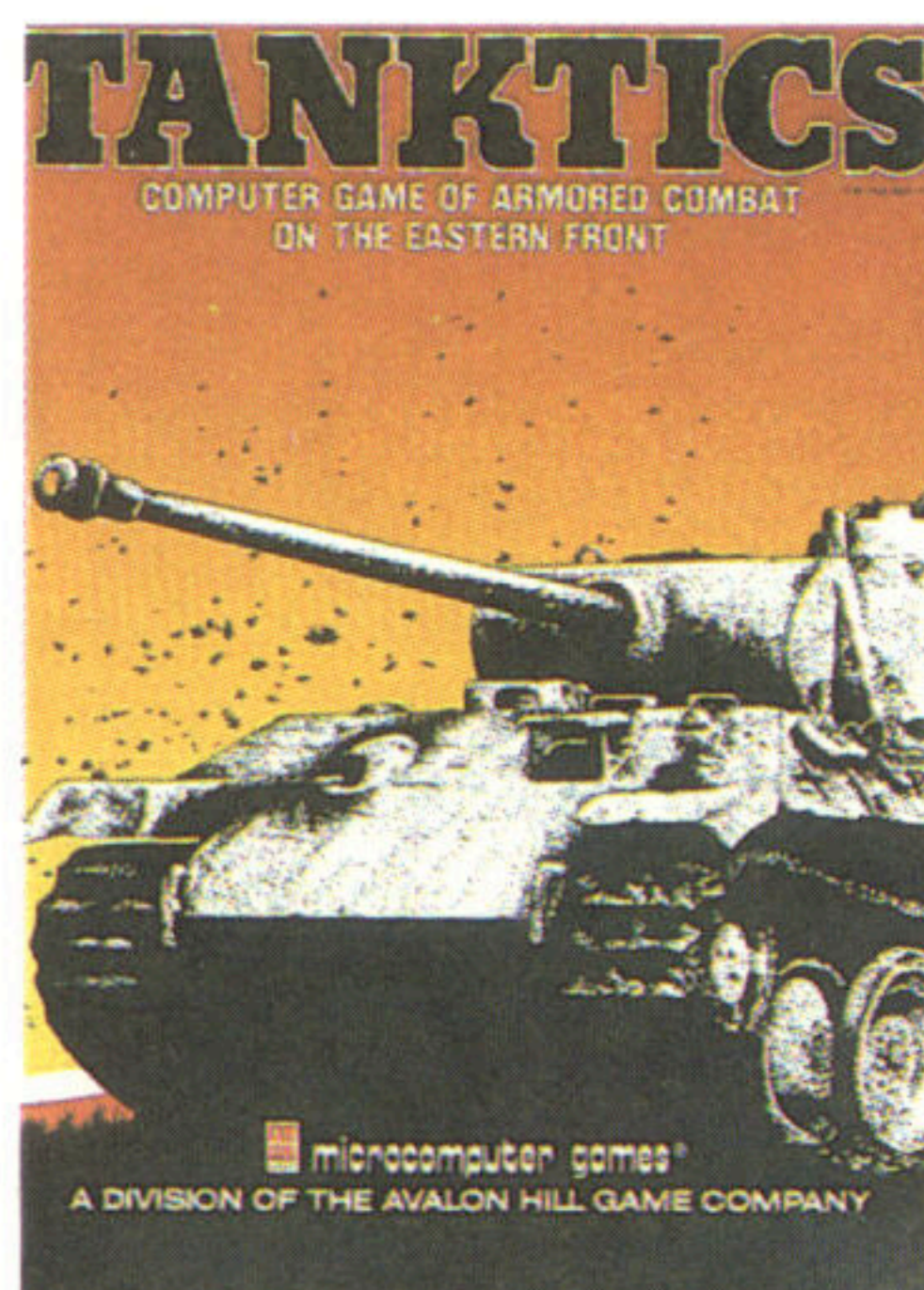
For 1 player. Playing time: 30 minutes to 1 hour.

Game No. 41201—16K Cassette for TRS-80 Mods. I/III/IV, Apple Home Computers, CBM PET; 24K Cassette for Atari Home Computers.

Game No. 41251—32K Diskette for TRS-80 Mods. I/III/IV.

Game No. 41252—48K Diskette for Apple Home Computers.

Game No. 41253—32K Diskette for Atari Home Computers.



5

DNIEPER RIVER LINE—A fictionalized engagement between the Russian and German forces in the southern Ukraine in 1943. You, the German commander, must repel Russian efforts to breach the Dnieper River defensive positions. Soviet units, controlled by the computer, seek to overrun the thin German line and capture sufficient objectives to attain victory. **DNIEPER RIVER LINE** has four levels of difficulty and comes with counters and a mounted mapboard.

For 1 player. Playing Time: 1 hour.

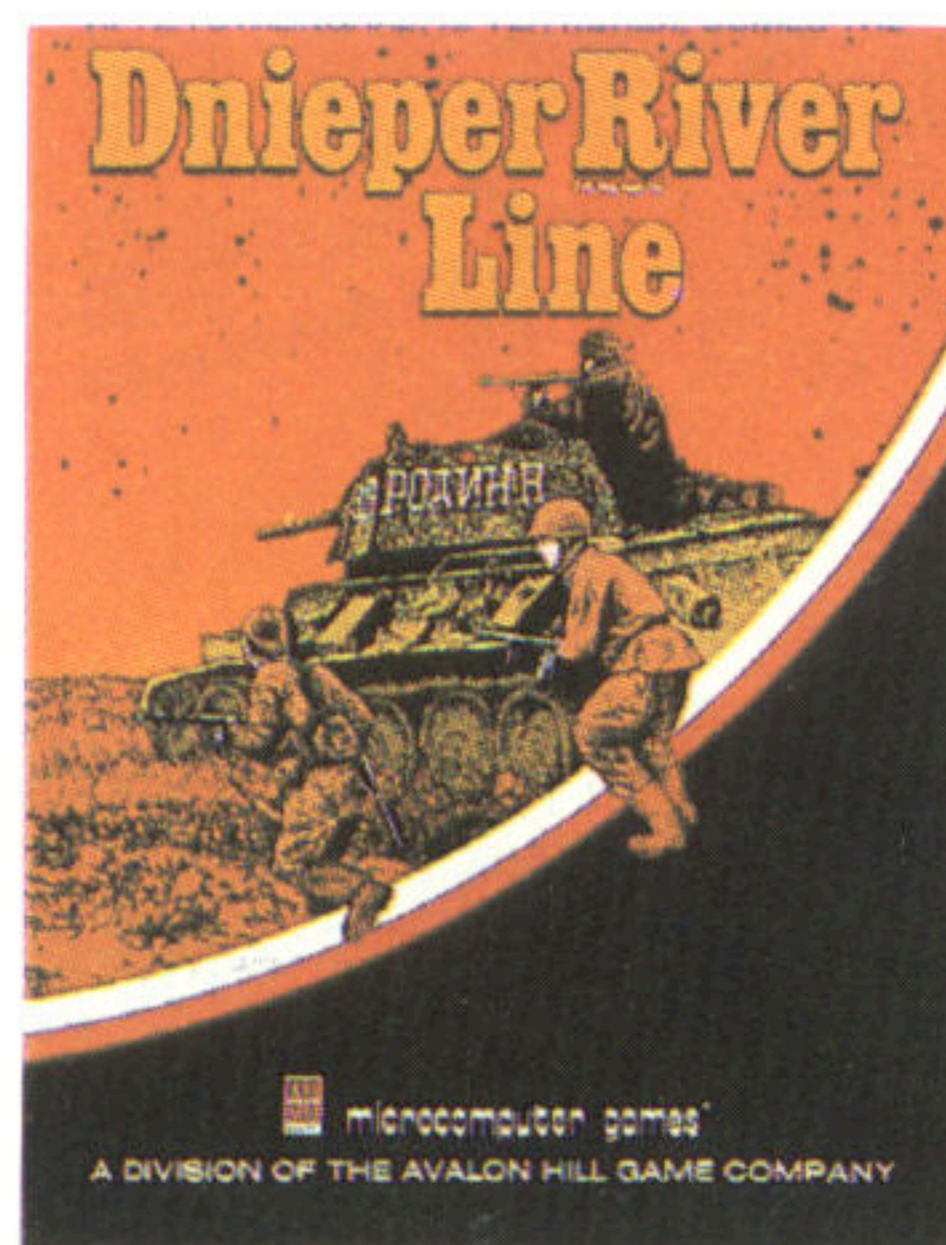
Game No. 41701—32K Cassette for TRS-80 Mods. I/III/IV, Apple Home Computers, CBM PET; 48K Cassette for Atari Home Computers.

Game No. 41751—32K Diskette for TRS-80 Mods. I/III/IV.

Game No. 41752—48K Diskette for Apple Home Computers.

Game No. 41753—48K Diskette for Atari Home Computers.

Game No. 41754—64K Diskette for IBM PC.



6

FREDERICKSBURG—Two player tactical level civil wargame re-creating the famous first battle of Fredericksburg. The game allows the players to take the roles of General Ambrose Burnside or Robert E. Lee in leading the Union or Confederacy to victory. A giant 21" x 30" full color mapboard and over 230 illustrated counters are included with an historical rules booklet and software. The actual battle was a debacle for the Union army on that dark December day in 1861, can you uphold or alter the course of history?

For 2 players. Playing time: 1 to 3 hours.

Game No. 42751—32K Diskette for TRS-80 Mods. I/III/IV.



7

COMING SOON . . .

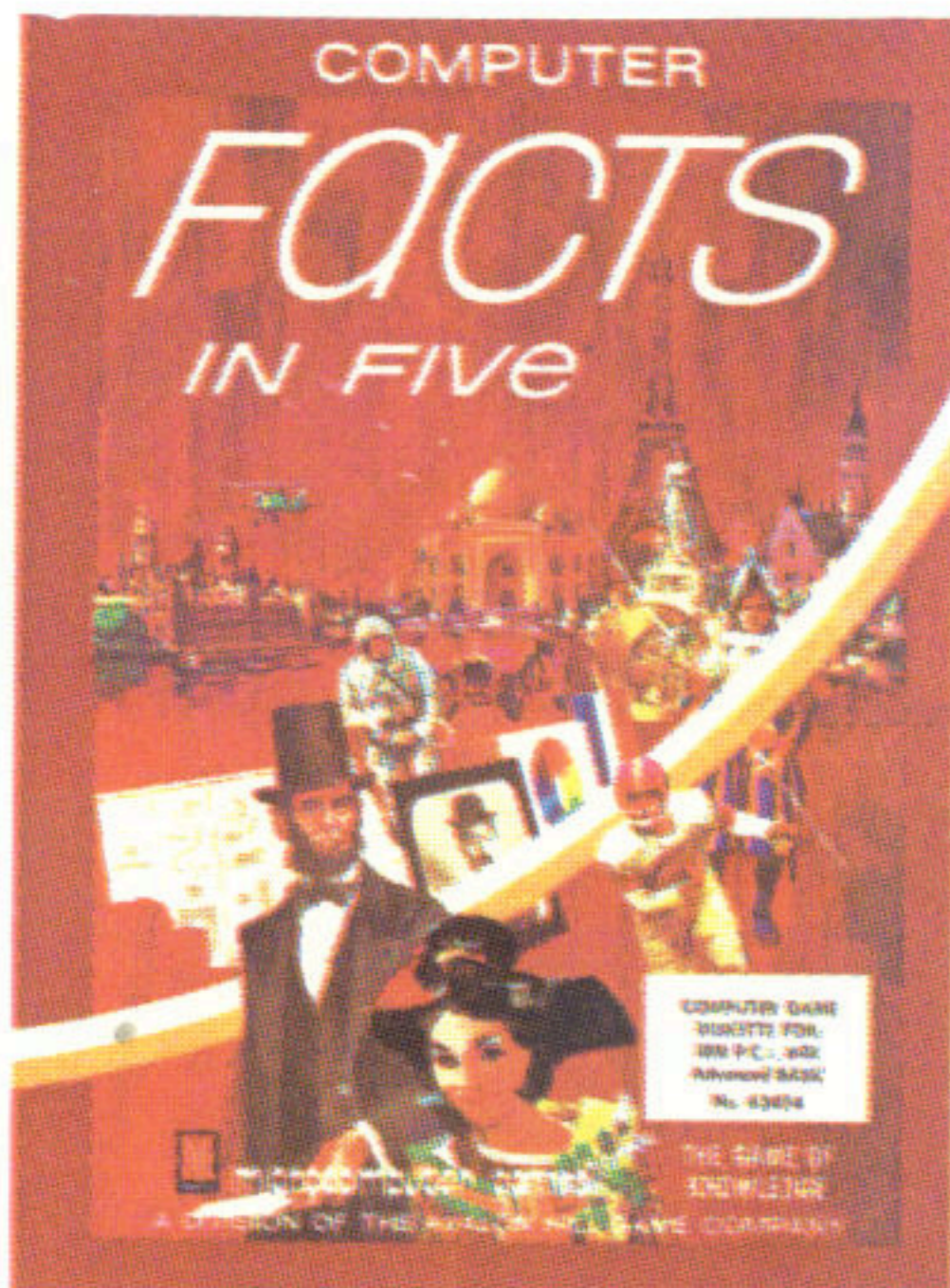
Computer GULF STRIKE—Based on the popular Victory Game. Brigade level simulation of the next war for the Persian Gulf. Iran, U.S.A. vs. Iraq and U.S.S.R. Game includes fine scrolling map and unique way of handling stacks. Atari Home Computers, 48K.

UNDER SOUTHERN SKIES—Pursue the Graf Spee in this introductory level game of the German commerce raider versus the British South Atlantic fleet. Apple II Home Computers.

PANZER JAGD—WWII tactical engagements between German and Russian Armour. Fast intense solitaire play for Atari Home Computers and Commodore 64.

EXERCISE RHINE—Kriegsmarine vs. Royal Navy in the most dramatic desperate naval action of WWII. Detailed tactical movement and combat including exact hit locations, strategic movement, visual and radar search, swordfish torpedo attacks, Arado float planes searches etc., etc. Apple II Home Computers, 48K.

LEISURE TIME, EDUCATIONAL, FAMILY and GENERAL SITUATIONS



NEW . . .

COMPUTER FACTS IN FIVE—The computer game of knowledge with educational merit for the entire family. One, two, or more players participate selecting from more than 1,000 popular and academic subjects. The object is to associate answers with the five classes and categories selected. An entertaining sand clock timer adds challenge to the game as you race to provide the correct answers.

For 1 to 2 players. Playing time: 20 minutes to 1 hour.

Game No. 43452—48K Diskette for Apple Home Computers.

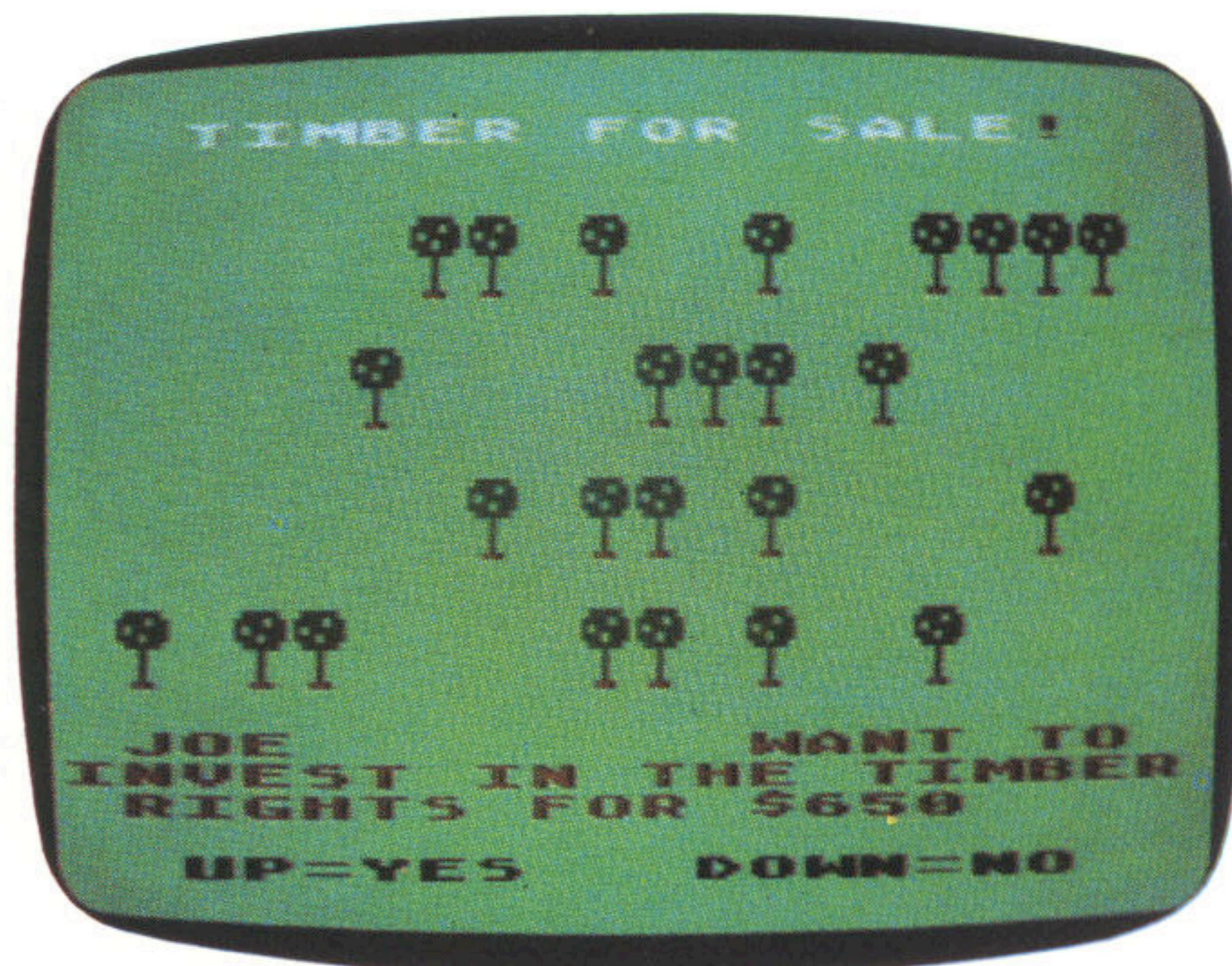
Game No. 43453—48K Diskette for Atari Home Computers.

Game No. 43454—64K Diskette for IBM PC.



T.G.I.F. (Thank Goodness It's Friday!)—Welcome to T.G.I.F., a fun party game (1 to 4 players) re-creating a typical week in the lives of the working class. MONDAY comes hard with bills due. TUESDAY is lottery day; buy 3 tickets, if you feel lucky. WEDNESDAY (hump day) may bring you windfall profits, or go out like a bump. THURSDAY is investment day, tempting you with boats, timber rights, and land; do you dare take the chance? FRIDAY comes, T.G.I.F., and that means PAYDAY. SATURDAY brings a treasure hunt worth digging for. SUNDAY is the day of rest, but is that what happens?

For 1 to 4 players. Playing time: 1 hour.

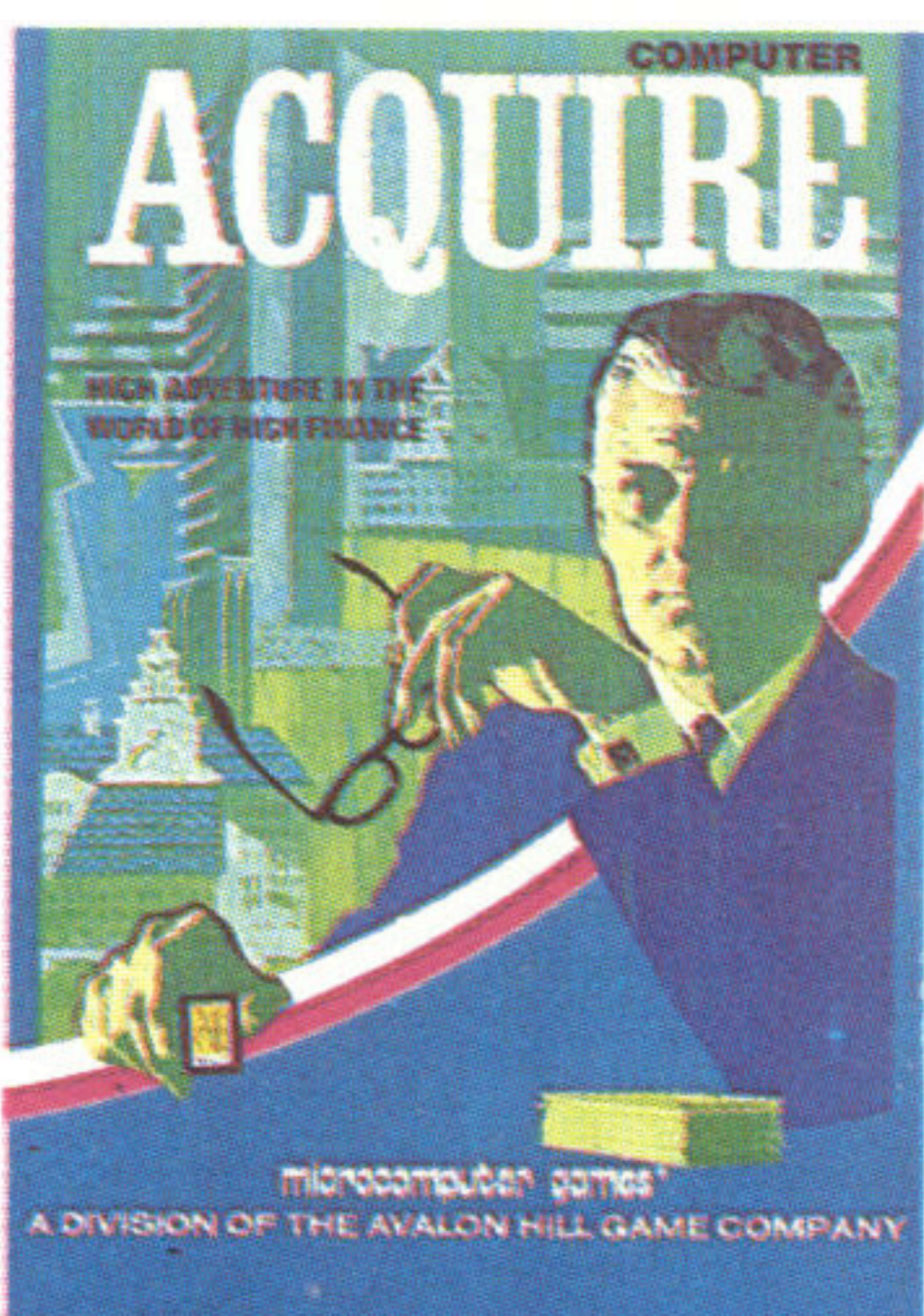


Atari version

Game No. 45701—64K Cassette for Commodore 64; 40K Cassette for Atari Home Computers.

Game No. 45753—40K Diskette for Atari Home Computers.

Game No. 45755—64K Diskette for Commodore 64.



COMPUTER ACQUIRE—New Second Edition! The object of the game is to become the wealthiest person in this "business" game about hotel acquisitions and mergers. For 2 to 6 players it is a subtle game of interplayer strategy. As a SOLITAIRE game you play against the computer. One can even pit the computer against itself in this faithful recreation of the classic board game.

For 1 to 6 players. Playing time: 20 to 45 minutes

Game No. 40601—16K Cassette for TRS-80 Mods. I/III/IV, Apple Home Computers, CBM PET, Atari 4/800.

Game No. 40652—48K Diskette for Apple Home Computers.

DRAW POKER—The crowd couldn't make it over for the regular weekly game? Relax, your personal computer will play 5 Card DRAW POKER and bring the crowd with it. You are set up with four other players controlled by the computer. Lucky, Shifty, Ace, and Slim are their names and they play a smart and mean game, each in their own way. Your opponents will not be afraid to bluff on occasion and they do not bet foolishly. So be prepared to become a high stakes loser or if lady luck is with you, a big time winner.

For 1 player. Playing time: 20 minutes.

Game No. 41601—16K Cassette for TRS-80 Mods. I/III/IV, Atari Home Computers; 48K Cassette for Apple Home Computers; 8K Cassette for CBM PET. CBM PET version compatible on C-64.

Game No. 41652—48K Diskette for Apple Home Computers.

Game No. 41654—48K Diskette for IBM PC.

CONTROLLER—A simulation of air traffic control in which you guide the approach and landing sequence of up to 8 aircraft. There are three types of aircraft with each type having a different rate of climb, turning ability, stall speed, ceiling, fuel consumption and fuel capacity. **CONTROLLER** transforms your computer screen into a realistic "radar scope"; also, each aircraft's heading, velocity, and altitude is displayed on a chart next to the radar scope.

For 1 player. Playing time: 20 to 30 minutes.

Game No. 42101—16K Cassette for Atari Home Computers.

Game No. 42152—48K Diskette for Apple Home Computers.

Game No. 42153—40K Diskette for Atari Home Computers.

COMPUTER FOREIGN EXCHANGE—Two to four players own and manage multi-national companies in various cities throughout the world. Changing conditions require each player to make constant decisions after considering the financial resources of his company and his opponents. A variety of situations will determine likely changes in currency rates. To win a player must form and implement the most successful strategy.

"As a teaching tool, a first class way to learn about exchange rates, exposure, and hedging."—Computer Gaming World Magazine

For 2 to 4 players. Playing time: 30 minutes.

Game No. 42301—16K Cassette for TRS-80 Mods. I/III/IV.

COMPUTER STOCKS AND BONDS—Here's your chance to be a Wall Street genius. Players choose a general strategy and invest in the stocks that fit their game-plan. Play it safe, gamble or do a little of both. In a "bear" market players investing heavily could lose their shirts, while a "bull" market would cause them to make great gains. The winner makes the most money through game transactions.

"Makes it mighty easy for computerists to try their hand at being Wall Street manipulators."—Electronic Games Magazine

For 1 to 4 players. Playing time: 30 minutes.

Game No. 40901—16K Cassette for TRS-80 Mods. I/III/IV, CBM PET; 32K Cassette for Apple Home Computers, Atari Home Computers.

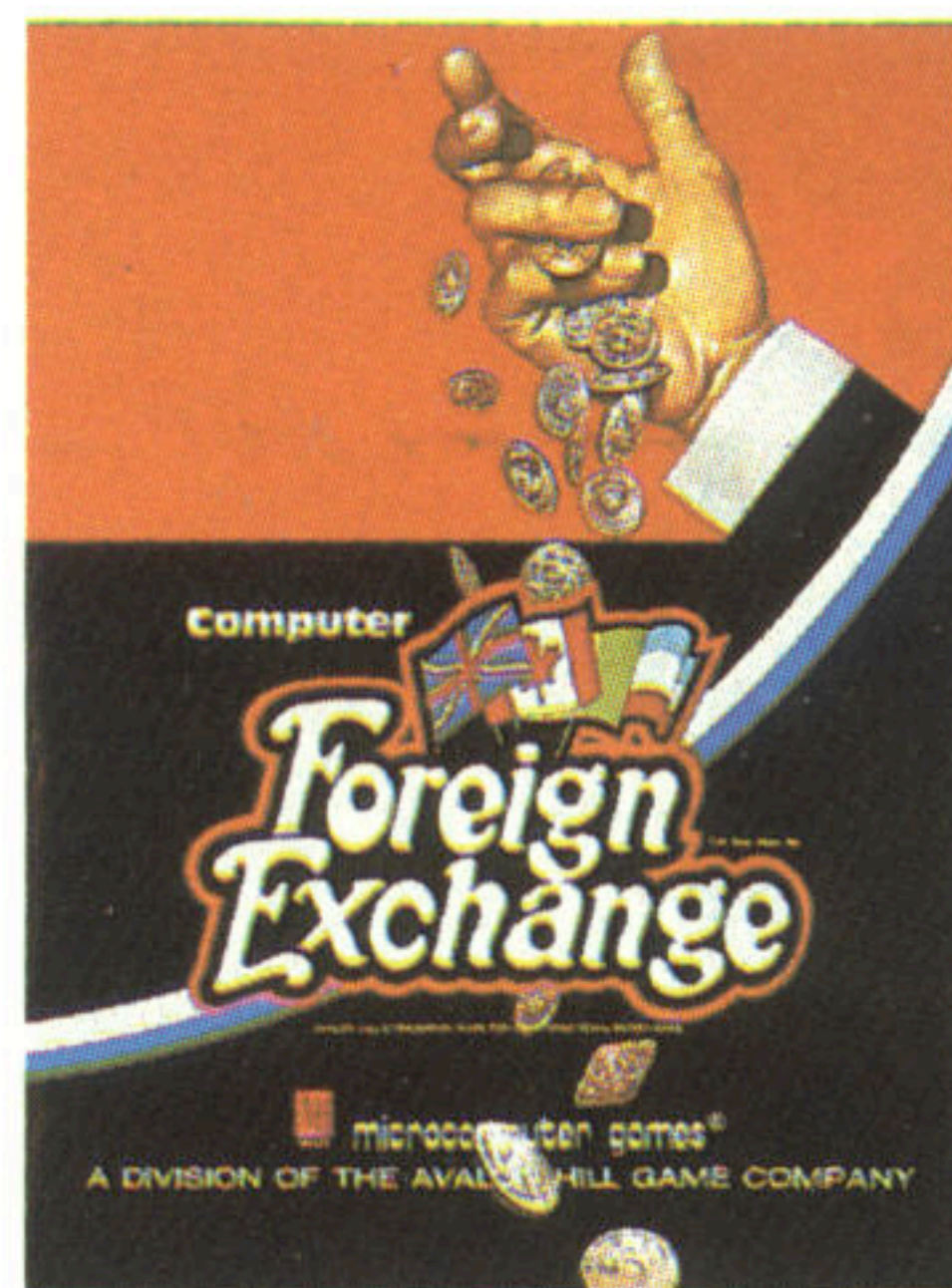
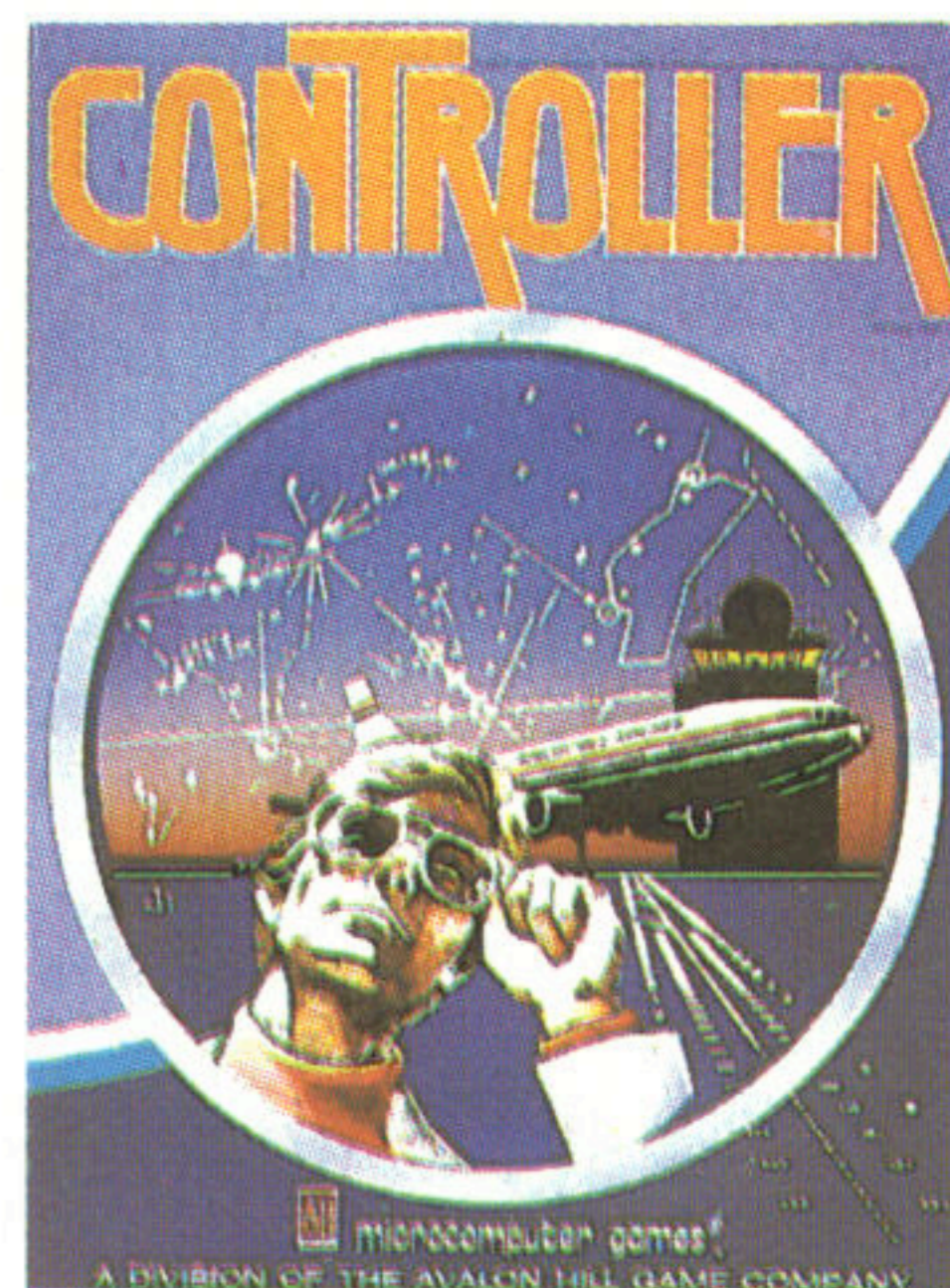
Game No. 40902—64K Cassette for Commodore 64; 32K Cassette for Atari Home Computers.

Game No. 49051—32K Diskette for TRS-80 Mods. I/III/IV.

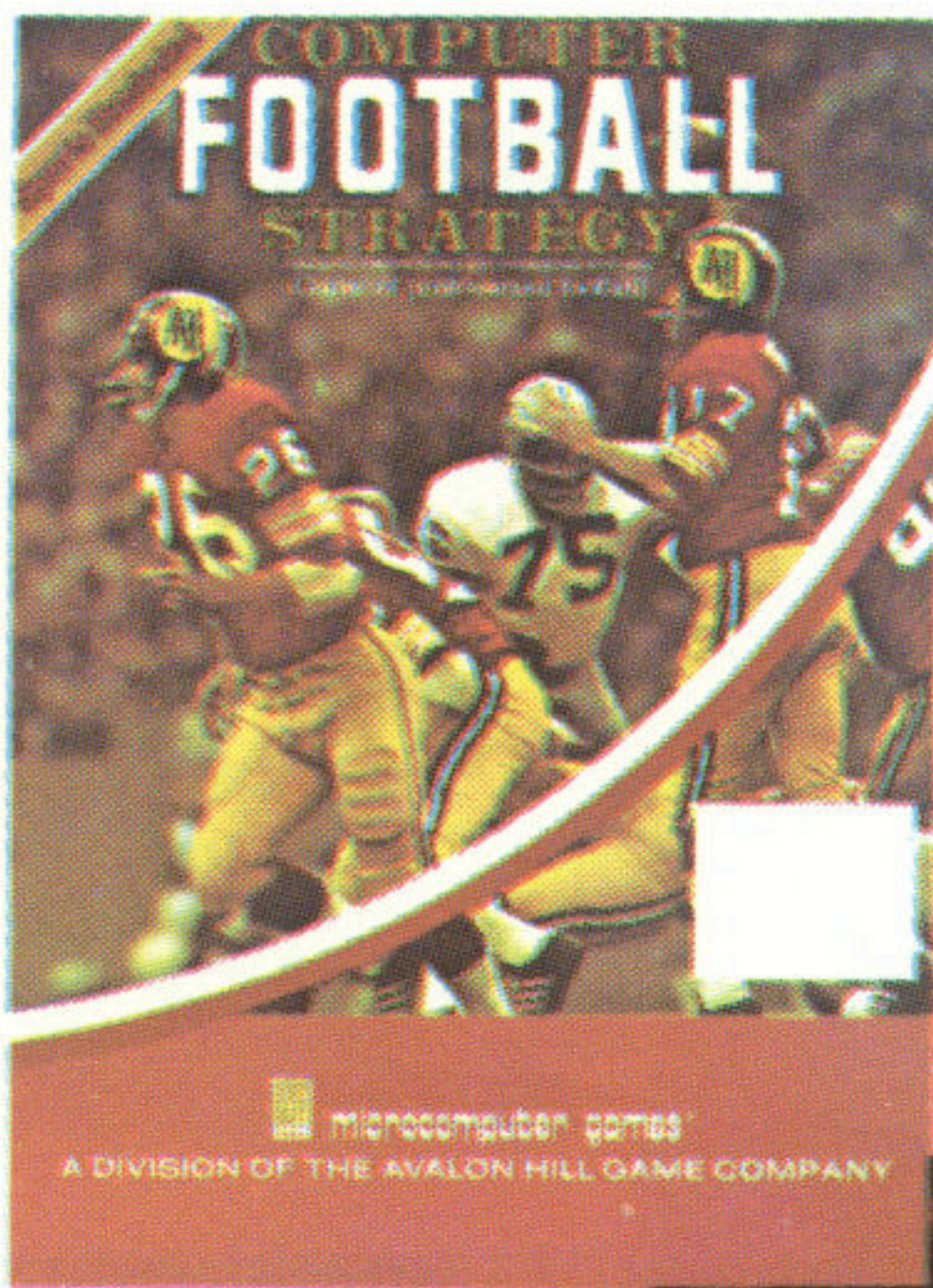
Game No. 49052—48K Diskette for Apple Home Computers.

Game No. 49053—40K Diskette for Atari Home Computers.

Game No. 49054—48K Diskette for IBM PC.



Atari and Commodore 64 versions only



NEW . . .

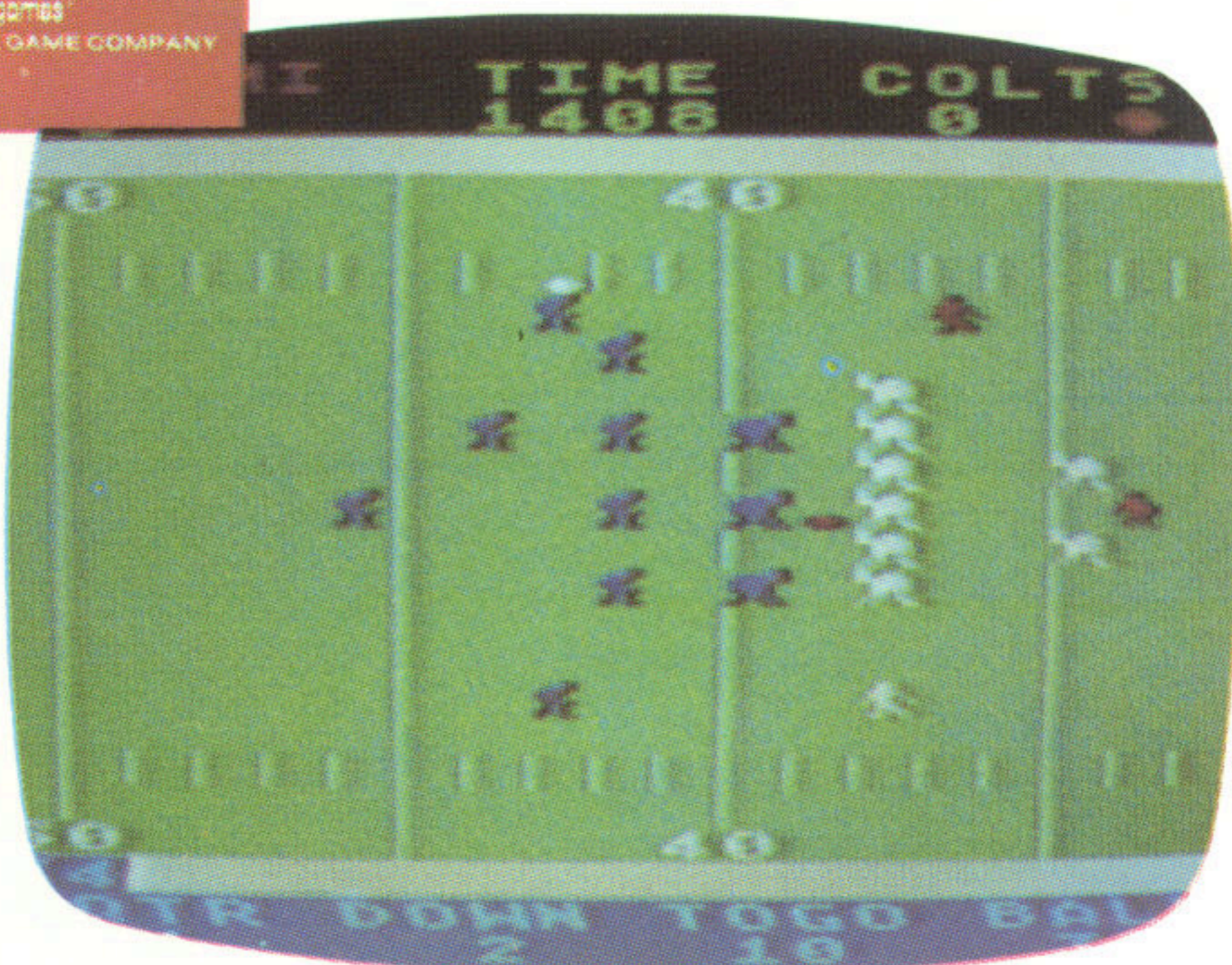
COMPUTER FOOTBALL STRATEGY—The action is animated, watch the quarterback drop back to pass, as the defensive players move on the intended receiver. You have offensive and defensive formations to choose from, as a detailed time clock ticks away. This is truly Football's Best.

For 1 to 2 players. Playing time: 30 minutes.

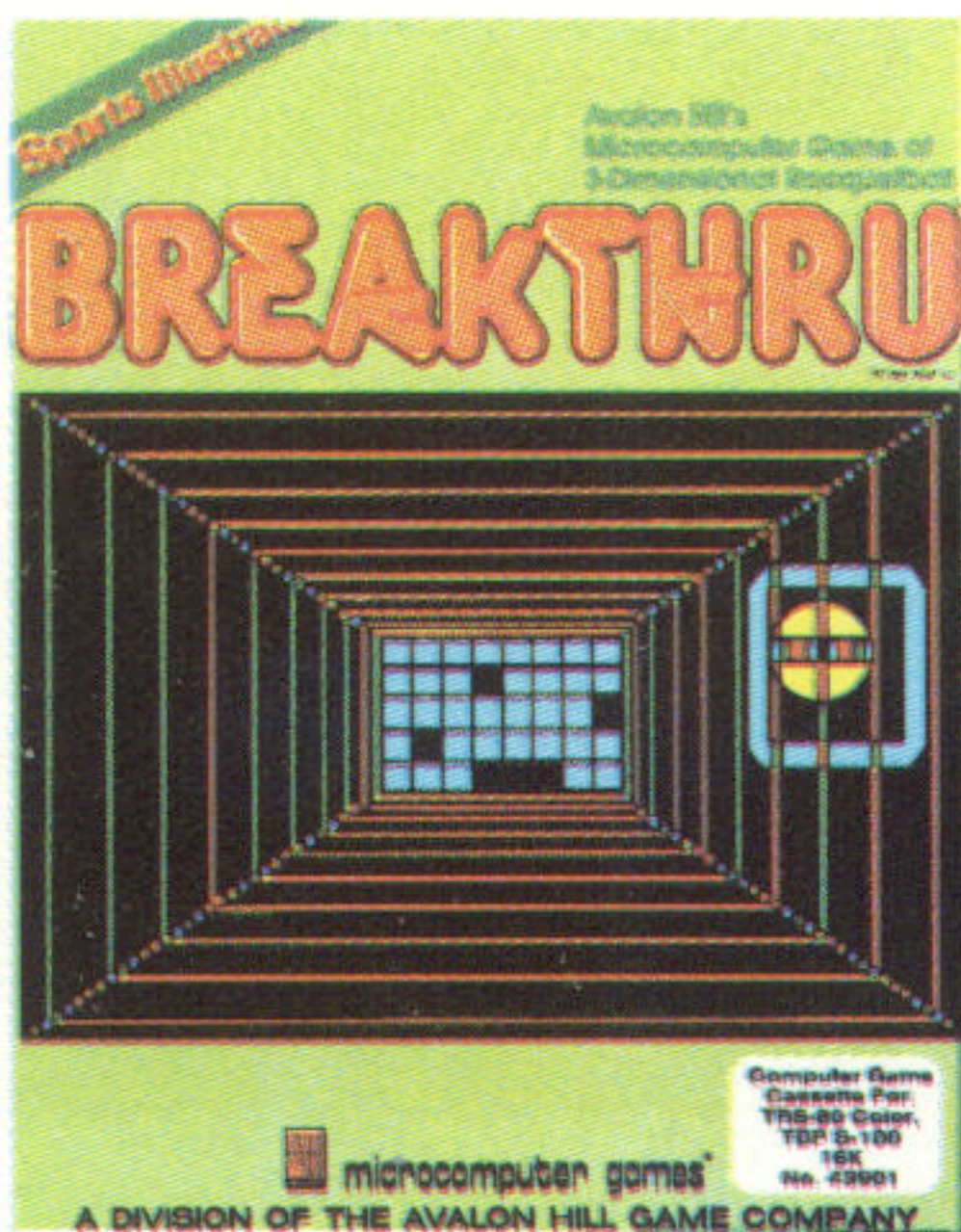
- **Game No. 41501**—64K Cassette for Commodore 64; 32K Cassette for Atari Home Computers, TRS-80 Mods. I/III/IV.
- **Game No. 41551**—32K Diskette for TRS-80 Mods. I/III/IV.
- **Game No. 41553**—32K Diskette for Atari Home Computers.
- **Game No. 41554**—64K Diskette for IBM PC.
- **Game No. 41555**—64K Diskette for Commodore 64.



Atari only



Atari version

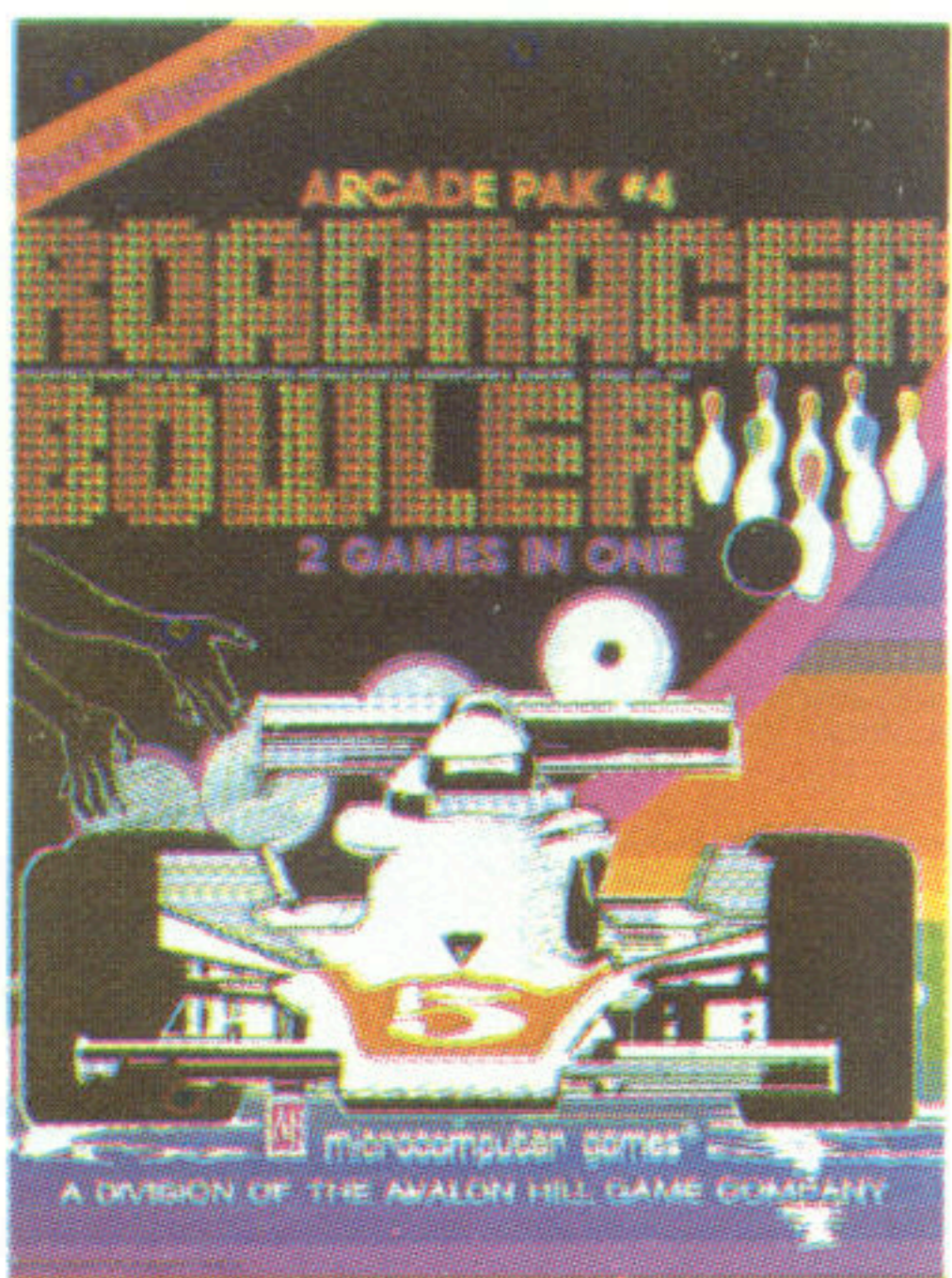


BREAKTHRU (in 3-D)—Fast-action, three-dimensional, high-resolution, machine language, arcade game. But **BREAKTHRU** is more than a mere game, it's like racquetball will be played someday in space! Realistic graphics and sound provide an exciting simulation of motion and perspective. **BREAKTHRU** is as much fun to watch as it is to play. The object is to knock out five consecutive walls at the opposite end of the (racquetball) court using a joystick paddle to strike or deflect the lively ball.

"This is truly a good game."—The Color Computer Magazine

For 1 player. Playing time: 15 minutes.

Game No. 43901—16K Cassette for TRS-80 Color.



ROADRACER allows one or two players to choose a type of race track and a time or lap race before they vie for the checkered flag. The race will soon be won by steady control of your vehicle traveling at speeds of 50 to 200 miles per hour.

BOWLER is the other member of this duet, a one to four player game simulating ten pin bowling.

For 1 or 2 players. Playing time: 15 minutes.

Game No. 42901—16K Cassette for Atari 4/800; 8K CBM PET.

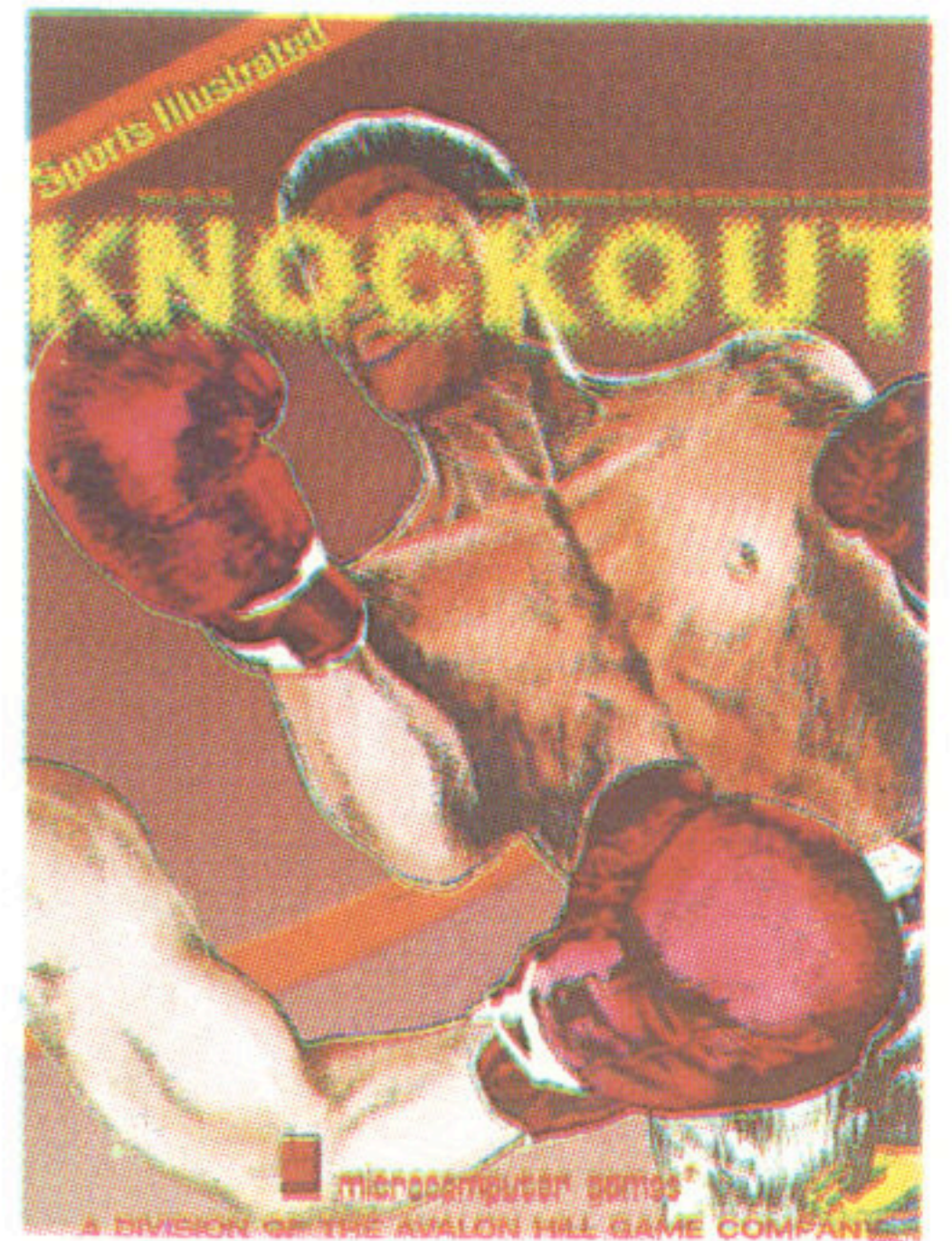
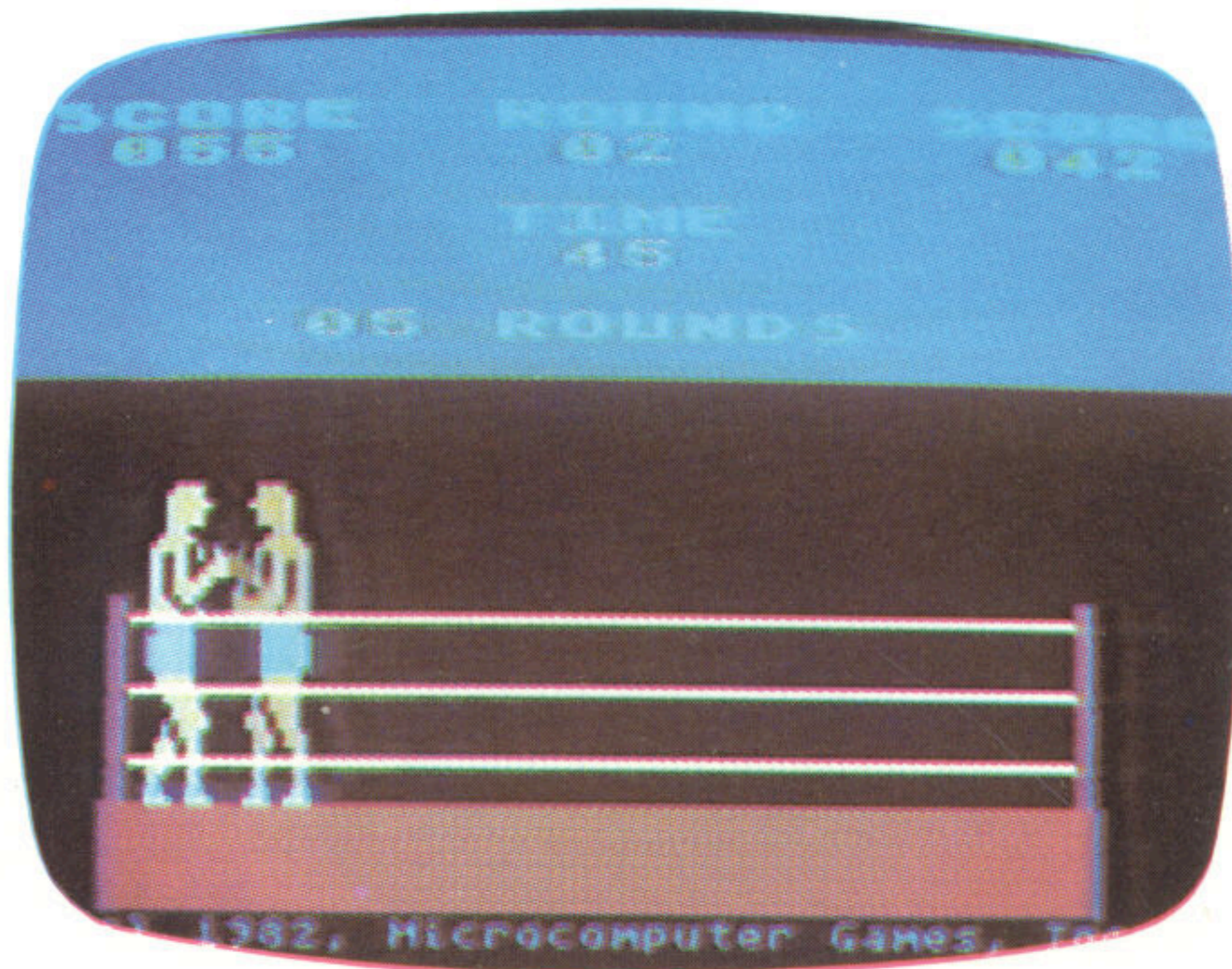


Optional

KNOCKOUT is a simulation of the gentlemanly art of self defense for one or two players. Featuring high resolution color graphics, each player can control action taken by his boxer with his joystick apparatus. The outcome of each match will be determined by your own speed and skill. It is in your hands!

For 1 or 2 players. Playing time: 15 minutes.

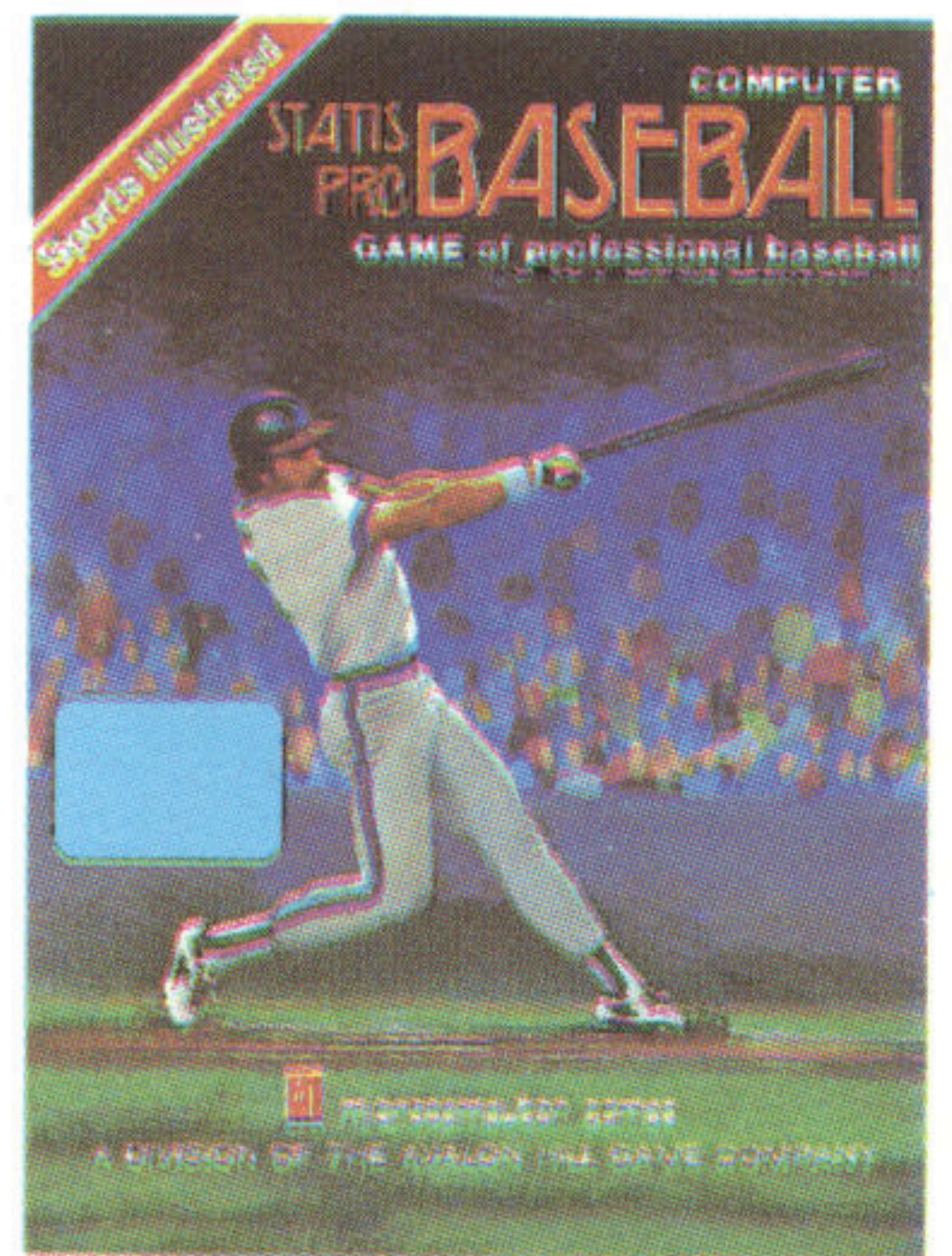
Game No. 43301—16K Cassette for Atari Home Computers.



COMPUTER STATIS PRO BASEBALL—Re-create an entire baseball season, with real life player statistics. Avalon Hill has analyzed full season statistics for each player, converting it to computer memory so each performs in your game just as he does in reality. YOUR ability at managing could make an also-ran become a pennant winner.

For 1 or 2 players. Playing time: 15 minutes to 1 hour.

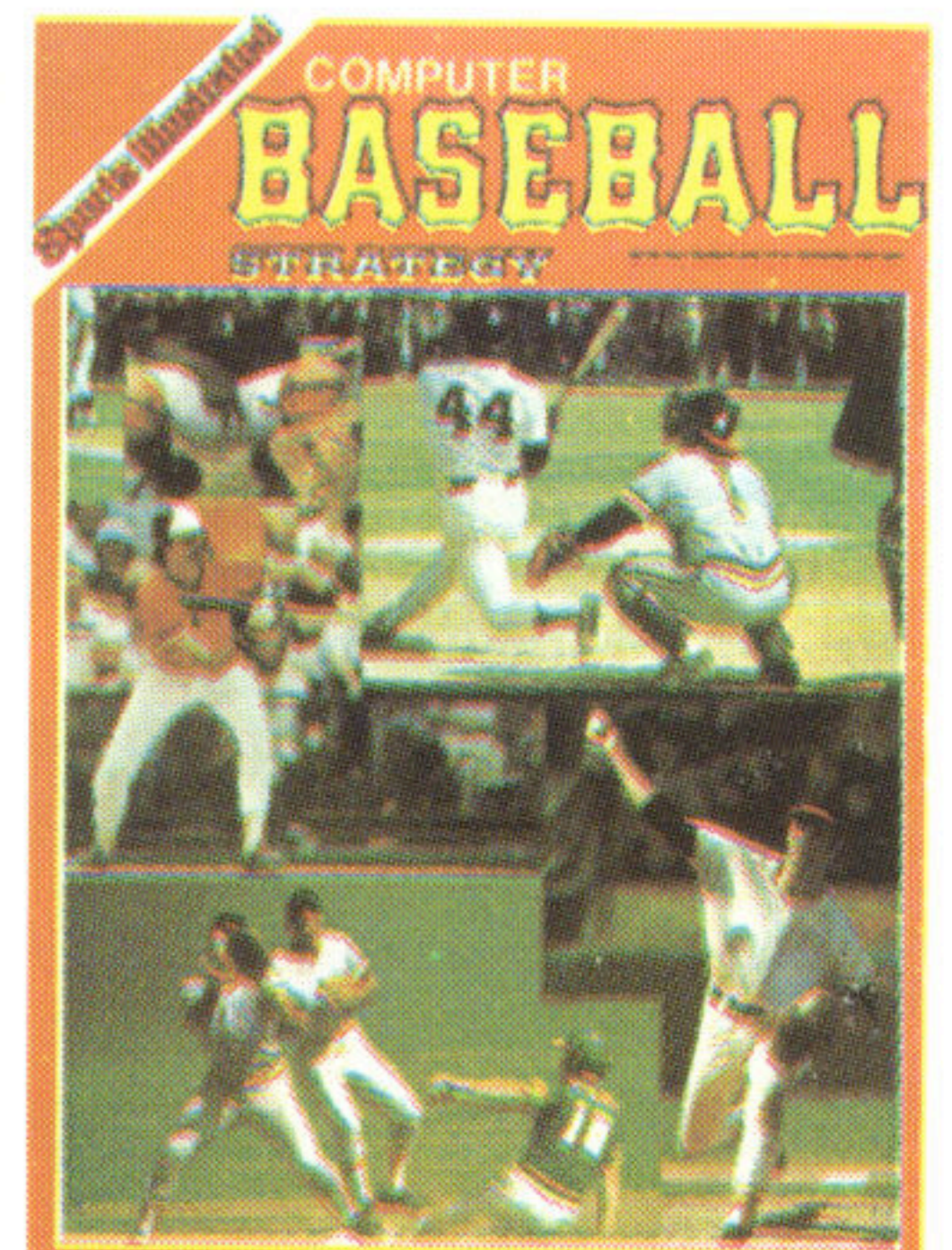
Game No. 40801—16K Cassette for TRS-80 Mods. I/III/IV.
Game No. 40851—32K Diskette for TRS-80 Mods. I/III/IV.
Game No. 40852—48K Diskette for Apple Home Computers.



COMPUTER BASEBALL STRATEGY allows the player, as the manager of the home team, to test his skill against a wily and unpredictable opponent, his own computer. **Computer Baseball Strategy** presents the player with realistic challenges, while maintaining the incredible enjoyment and ease of play that made the original Baseball Strategy great. So, if you know you can do it better **Computer Baseball Strategy** is the game for you. Play Ball!

For 1 player. Playing time: 30 minutes.

Game No. 41401—32K Cassette for TRS-80 Mods. I/III/IV, Apple Home Computers, CBM PET, Atari Home Computers.

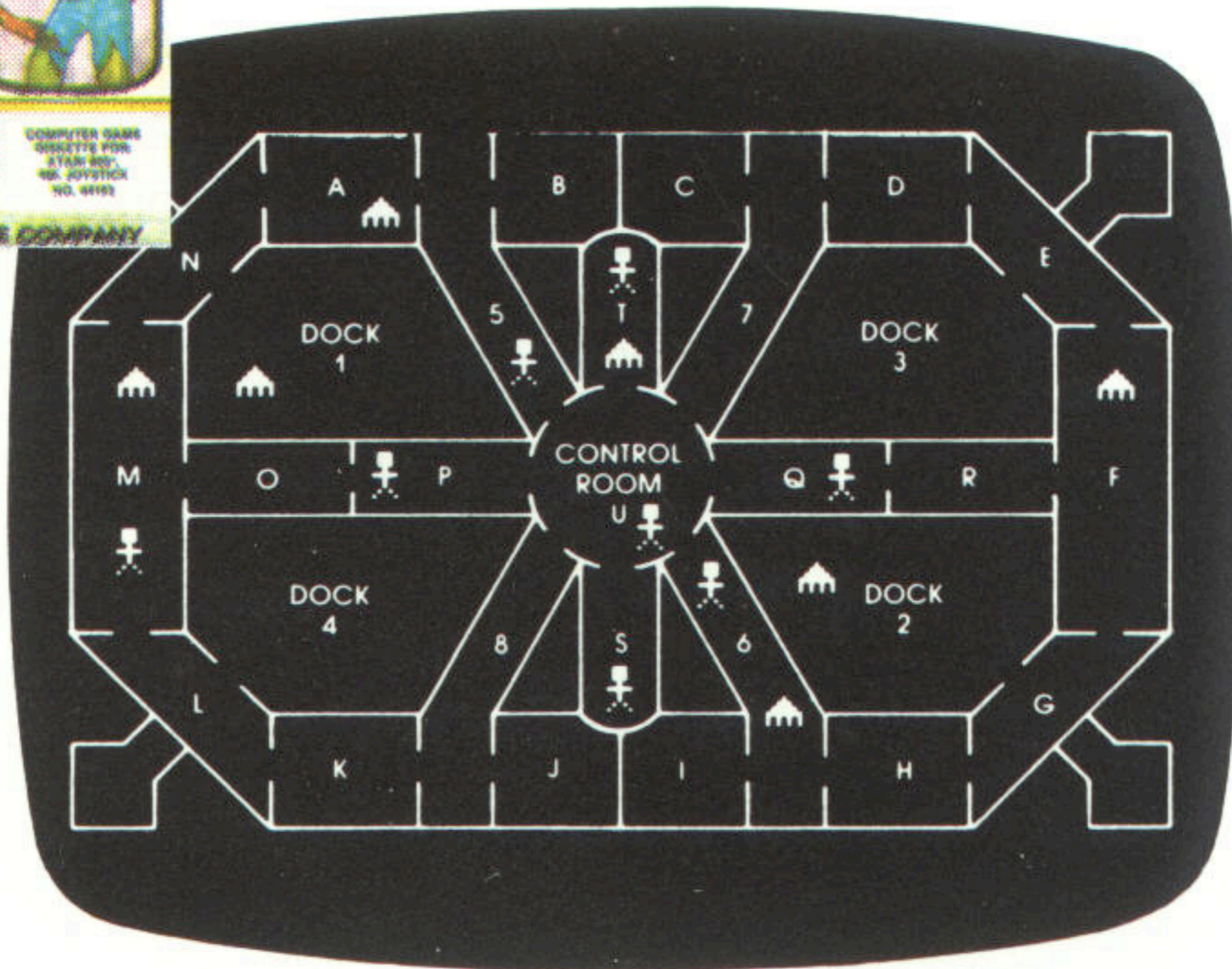
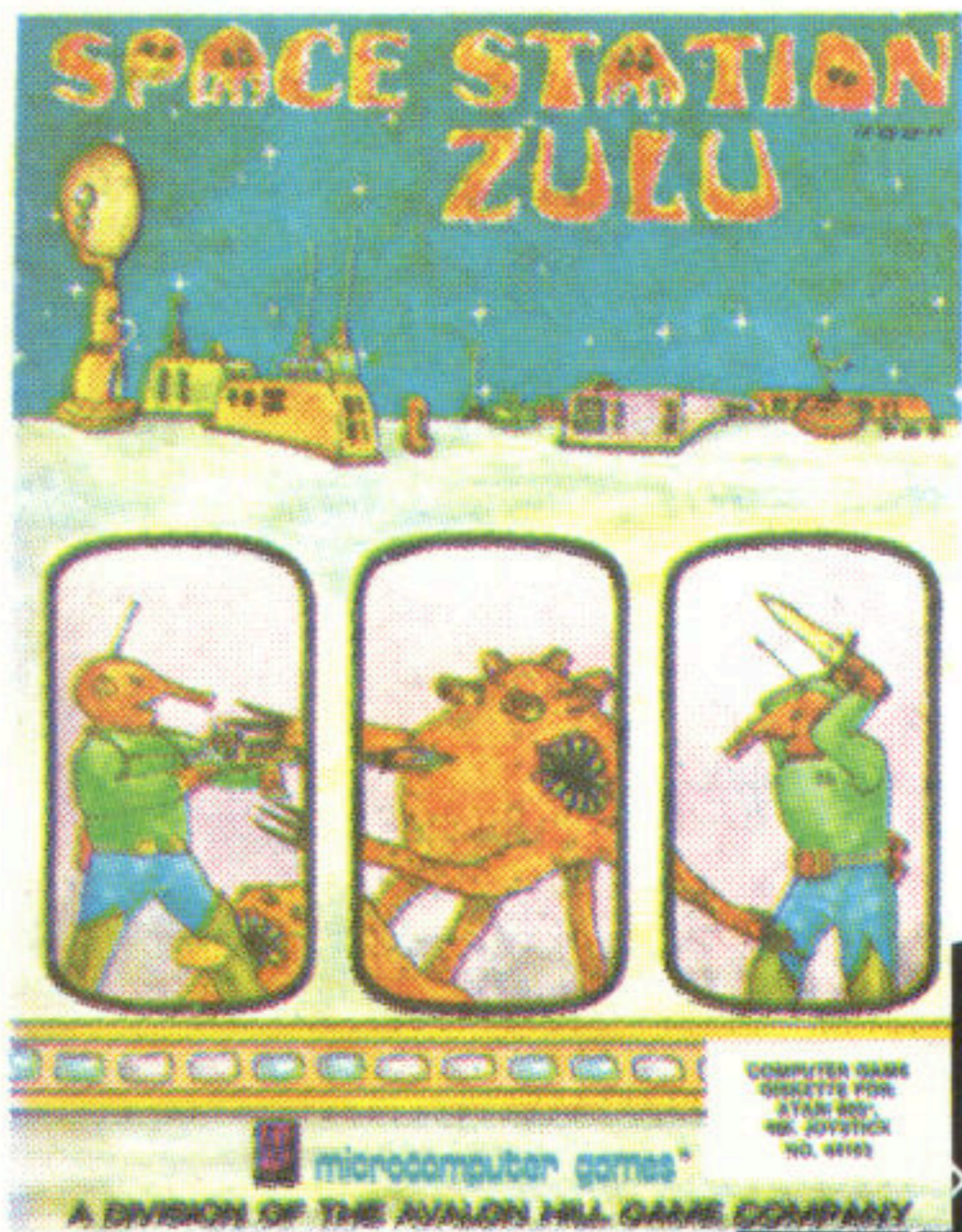


COMING SOON . . .

COMPUTER TITLE BOUT—Based on the famous Sports Illustrated board game where you pit actual boxers against one another. Atari Home Computers.

TOURNAMENT GOLF—A 2 disk game; vivid true-to-life action for 1 to 4 players. For Apple Home Computers.

SCIENCE FICTION



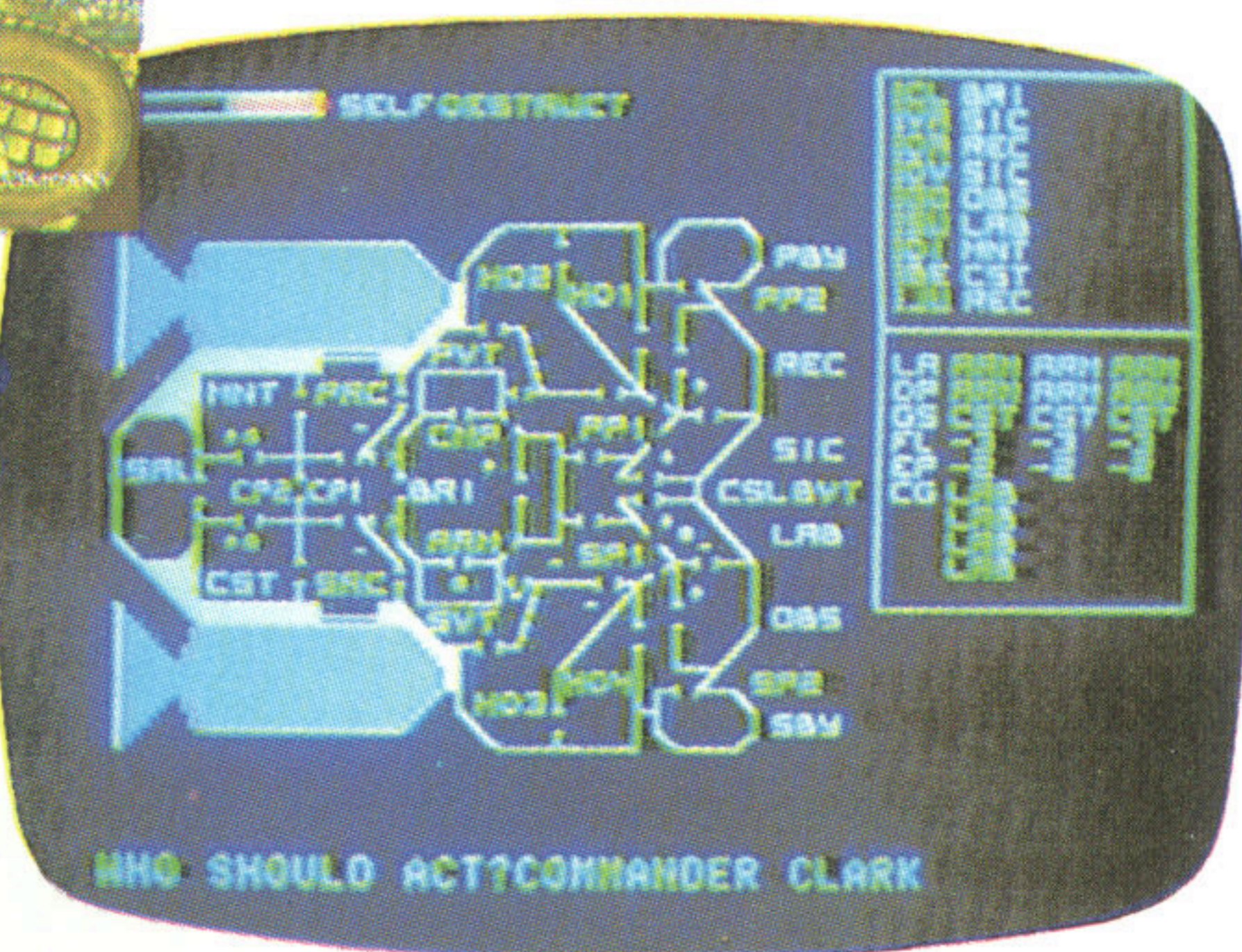
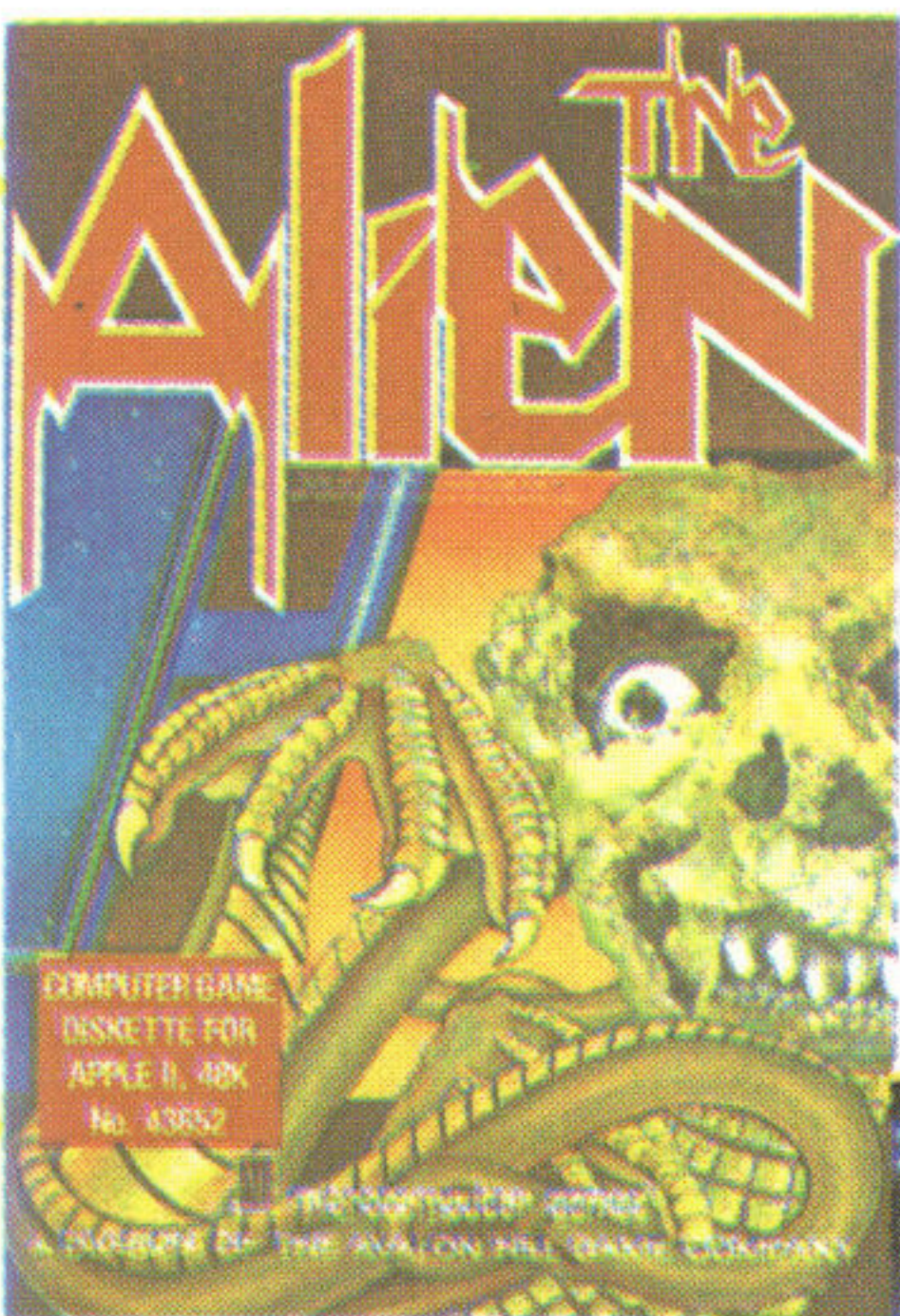
NEW . . .

SPACE STATION ZULU—Humorous strategy game of space station defense. You take the role of the captain of Space Station Zulu, directing your crew of peace loving "Yargs" against an endangering concentration of larva-stage lifeforms. To combat these big, ugly, and slimy creatures the Yargs have a number of weapons at hand: laser guns, fire torches, ice bottles, and grenades to name a few. Trying to stop the ever-growing alien population makes for great fun on board Space Station Zulu.

For 1 player. Playing time: 1 hour.

3

Game No. 44101—32K Cassette for Atari Home Computers.
Game No. 44152—48K Diskette for Apple Home Computers.
Game No. 44153—48K Diskette for Atari Home Computers.



THE ALIEN—Just you, your crew, and the stars . . . are trapped with **THE ALIEN**, a creature of unknown powers loose on board a space exploration laboratory. The Alien, besides being the name of this game, is a deadly foe and will metamorphose to more and more deadly forms as time goes on, so it is imperative to subdue it as soon as possible. Beautiful high-resolution graphics give you a floor plan of the research vessel, the U.F.P. Thrasbulus. Victory depends on clever planning and careful thought.

"Combines elements of fantasy role-playing with the challenge of strategy and comes out smelling like total enjoyment."—Softalk Magazine

For 1 player. Playing time: 1 to 2 hours.

Game No. 43852—48K Diskette for Apple Home Computers.

7



ANDROMEDA CONQUEST—Vast scale **space strategy game** of galactic colonizing and conquest. A game in which one to four players compete to form galactic empires throughout the star systems. Each star system has unique attributes such as strange life forms and alien technologies that make interstellar exploration and battle exciting.

For 1 to 4 players. Playing time: 2 to 4 hours.

Game No. 42001—16K Cassette for TRS-80 Mods. I/III/IV, Apple Home Computers, CBM PET; 32K Cassette for Atari Home Computers. CBM PET version compatible on C-64.

Game No. 42051—32K Diskette for TRS-80 Mods. I/III/IV.

Game No. 42052—48K Diskette for Apple Home Computers.

Game No. 42053—40K Diskette for Atari Home Computers.

Game No. 42054—48K Diskette for IBM PC.

5

PLANET MINERS—One of four players compete with each other and the computer to stake valuable mining claims throughout the solar system in the year 2050. Each player must decide which ships to send to which planets and when to try "dirty tricks" like a sabotage and claim jumping.

For 1 to 4 players. Playing time: 1 hour.

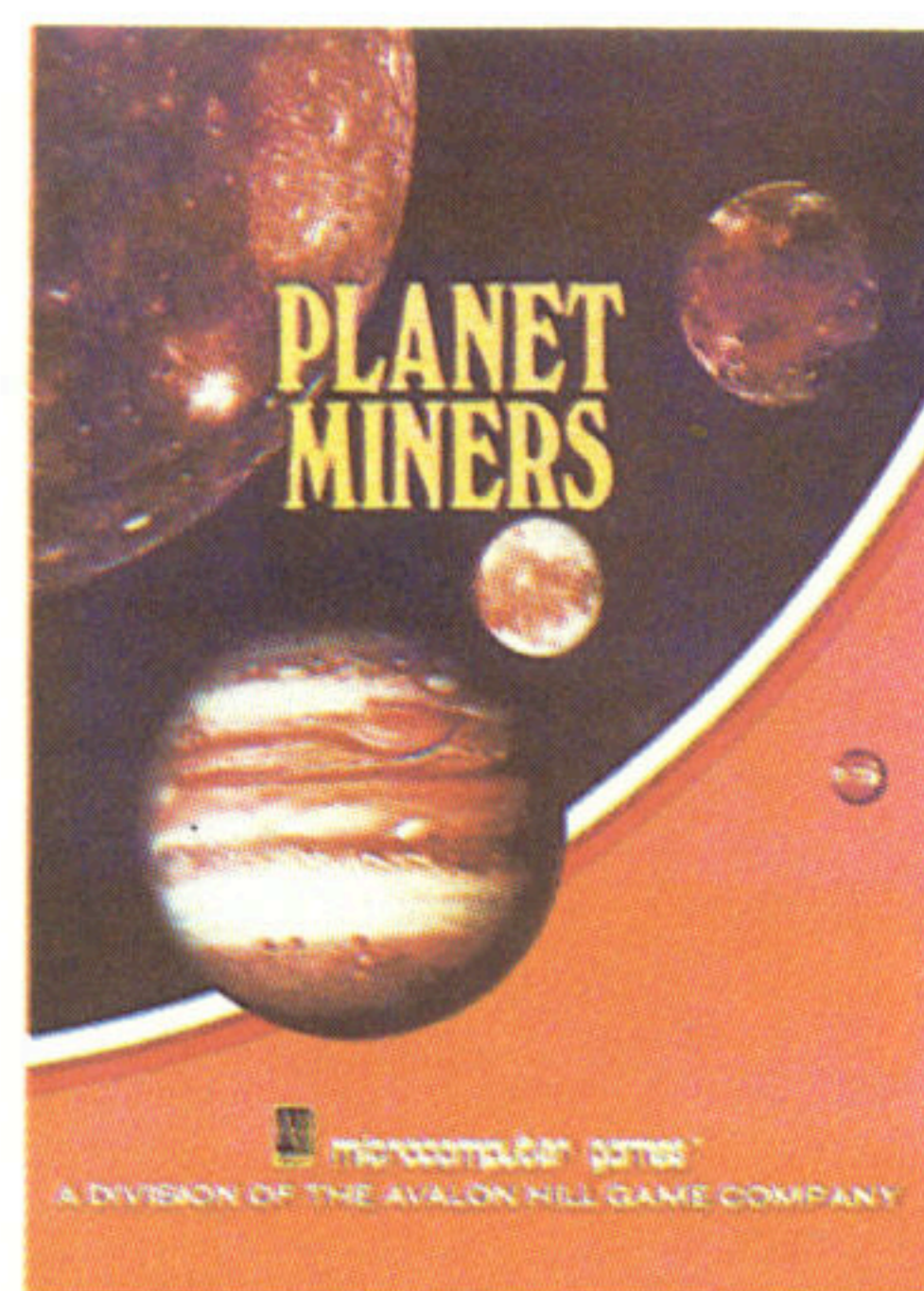
Game No. 40401—16K Cassette for TRS-80 Mods. I/III/IV, Apple Home Computers, CBM PET; 24K Cassette for Atari Home Computers. CBM PET version compatible on C-64.

Game No. 40451—32K Diskette for TRS-80 Mods. I/III/IV.

Game No. 40452—48K Diskette for Apple Home Computers.

Game No. 40453—32K Diskette for Atari Home Computers.

3



VOYAGER—A solitaire computer game that challenges the human player to explore the four levels of an alien spacecraft's maze-like corridors and rooms in 3-D simulated graphics, all the while avoiding robots programmed to blast any intruders. In order to win, the human must destroy all power generators and escape or hunt out and annihilate the killer robots. Color-animated graphics and sound capabilities.

For 1 player. Playing time: 1 hour.

Game No. 41801—16K Cassette for TRS-80 Mods. I/III/IV, TRS-80 Color; 32K Cassette for Apple Home Computers, CBM PET; 24K Cassette for Atari Home Computers.

Game No. 41852—48K Diskette for Apple Home Computers.

Game No. 41853—32K Diskette for Atari Home Computers.

Game No. 41854—48K Diskette for IBM PC.



Atari & TRS-80
Color only

2



GALAXY—In **GALAXY**, players send their galactic fleets out to explore and conquer the universe, solar system by solar system. The planets discovered may be barren worlds or they may possess immense industrial capacity and defensive ships to resist colonization. **GALAXY** comes with sound effects (for computers with sound capability) and allows from 1 to 20 players to compete against each other or the computer.

For 1 to 20 players. Playing time: 2 hours and up.

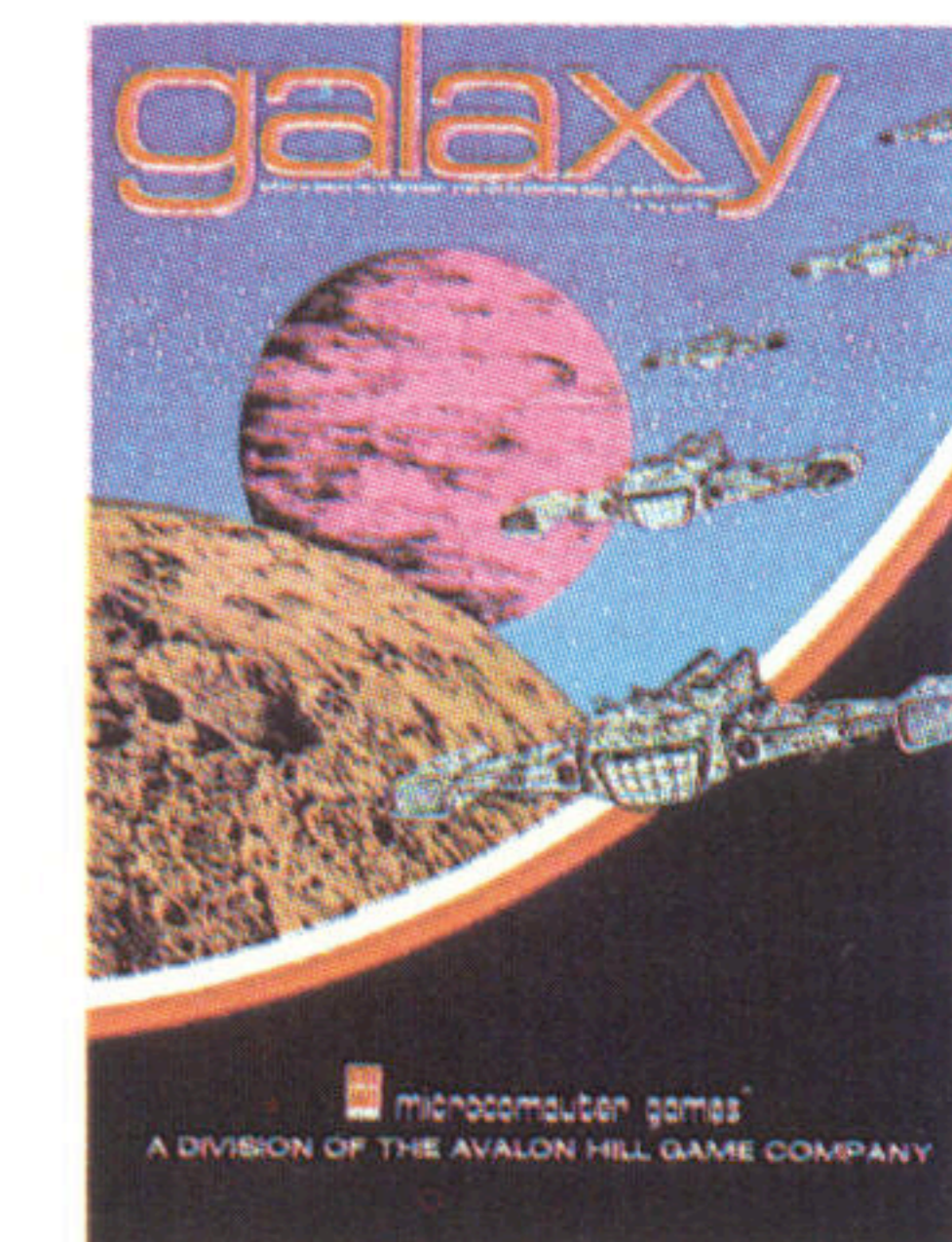
Game No. 41901—16K Cassette for TRS-80 Mods. I/III/IV, Apple Home Computers, CBM PET, Atari Home Computers.

Game No. 41991—32K Diskette for TRS-80 Mods. I/III/IV; 48K Diskette for Apple Home Computers.

Game No. 41992—48K Diskette for Apple Home Computers; 24K Diskette for Atari Home Computers.

Game No. 41954—48K Diskette for IBM PC.

4



CONFLICT 2500—In 2500 AD, earth is threatened by attacking aliens, with an infinite number of attack strategies with which to tease the player who must defend earth. A variety of spaceships on the screen adds an extra dimension to the excitement and suspense. A game for one to ten players in which you can control the length of the game and its difficulty.

For 1 to 10 players. Playing time: varies.

Game No. 40701—16K Cassette for TRS-80 Mods. I/III/IV, Apple Home Computers, CBM PET; 32K Cassette for Atari Home Computers.

Game No. 40751—32K Diskette for TRS-80 Mods. I/III/IV.

Game No. 40752—48K Diskette for Apple Home Computers.

Game No. 40753—40K Diskette for Atari Home Computers.

4



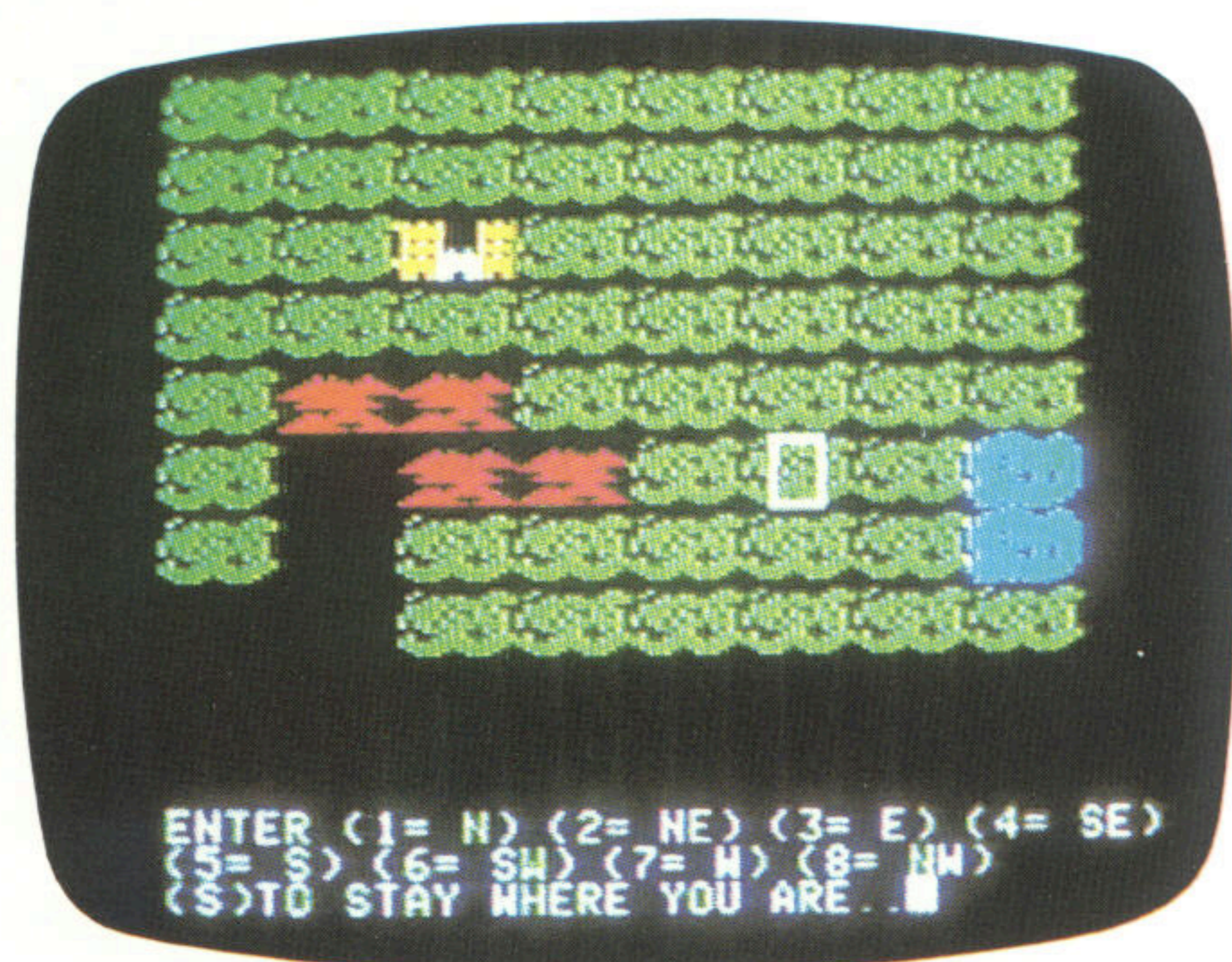
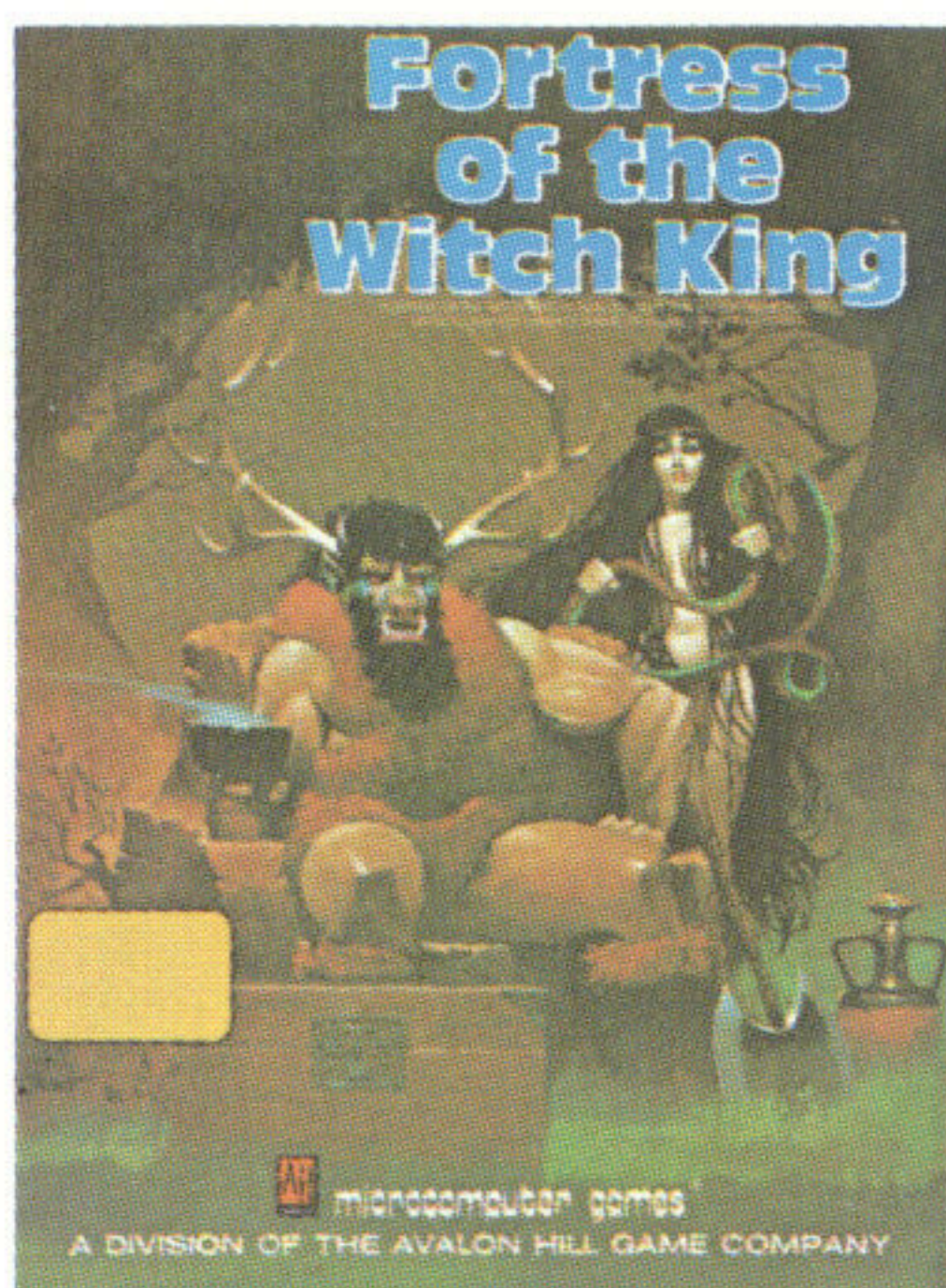
COMING SOON . . .

JUPITER MISSION: 1999—The interactive Space Fantasy Novel. Eleven Separate Games! A breakthrough in computer games, the first game combining the challenge of an adventure game with fast arcade action. Four disks chock full of programming. Atari Home Computers, 48K.

FREE TRADER—Interstellar trading simulation for Apple Home Computers and Atari Home Computers.

FANTASY & ADVENTURE

NEW . . .

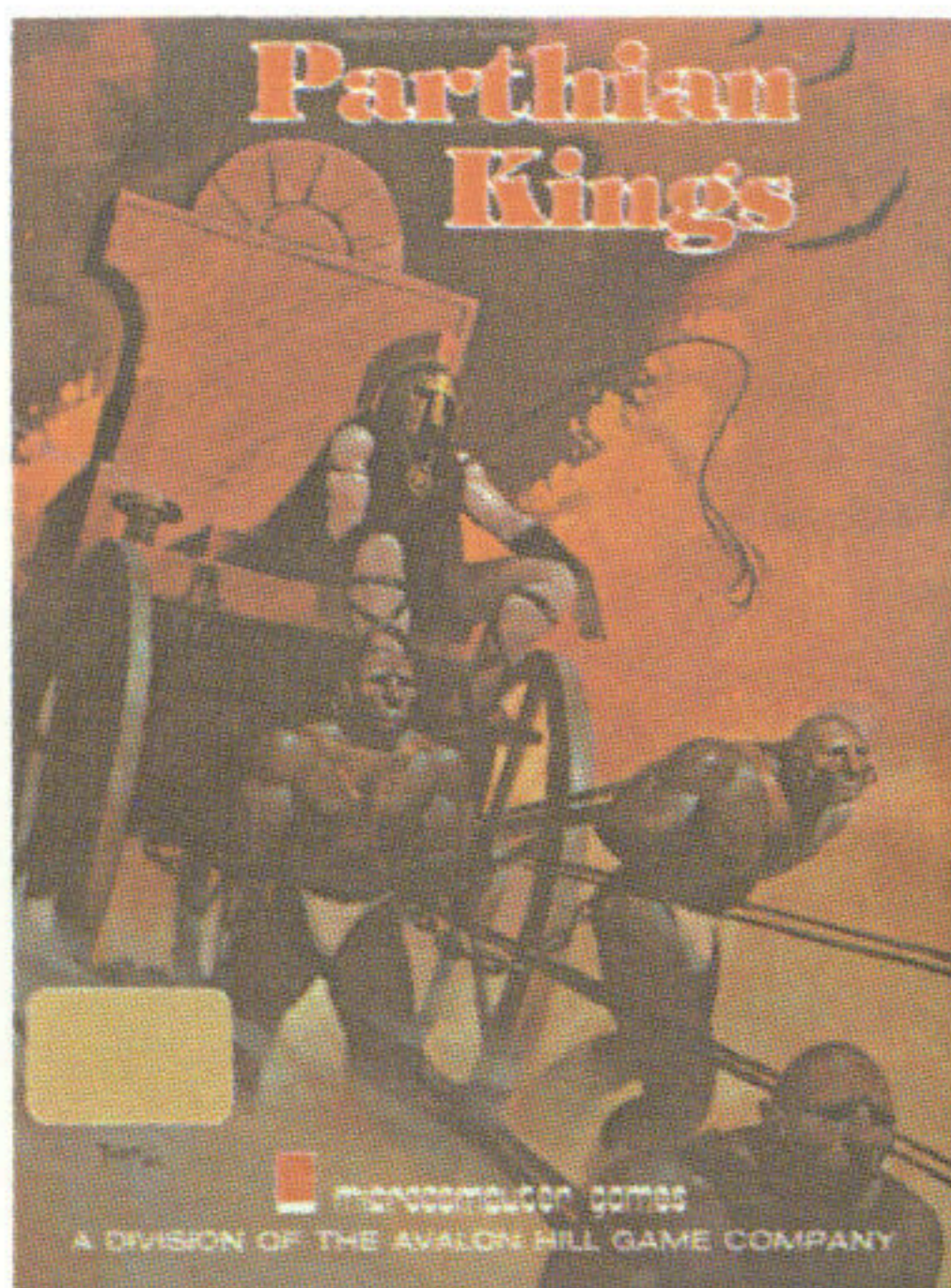


FORTRESS OF THE WITCH KING—Enter the Fortress of the Witch King, realm of a dark and mysterious lord, whose slightest whim gives you great treasures or plunges you into deadly combat with the vicious hacker. Your quest is to find the arch ruler and slay him, thus gaining the orb, scepter and crown, and releasing the land from his thrall. But beware, there are conditions to be met and battles to be fought. Your small band of scouts and warriors will be in constant danger, for there are others who will not hesitate to raid and steal, seeking the same rewards. So if you are ready, come . . . the WITCH KING waits!

For 1 to 4 players. Playing time: 1 to 2 hours.

• **Game No. 46152**—48K Diskette for Apple Home Computers.

6

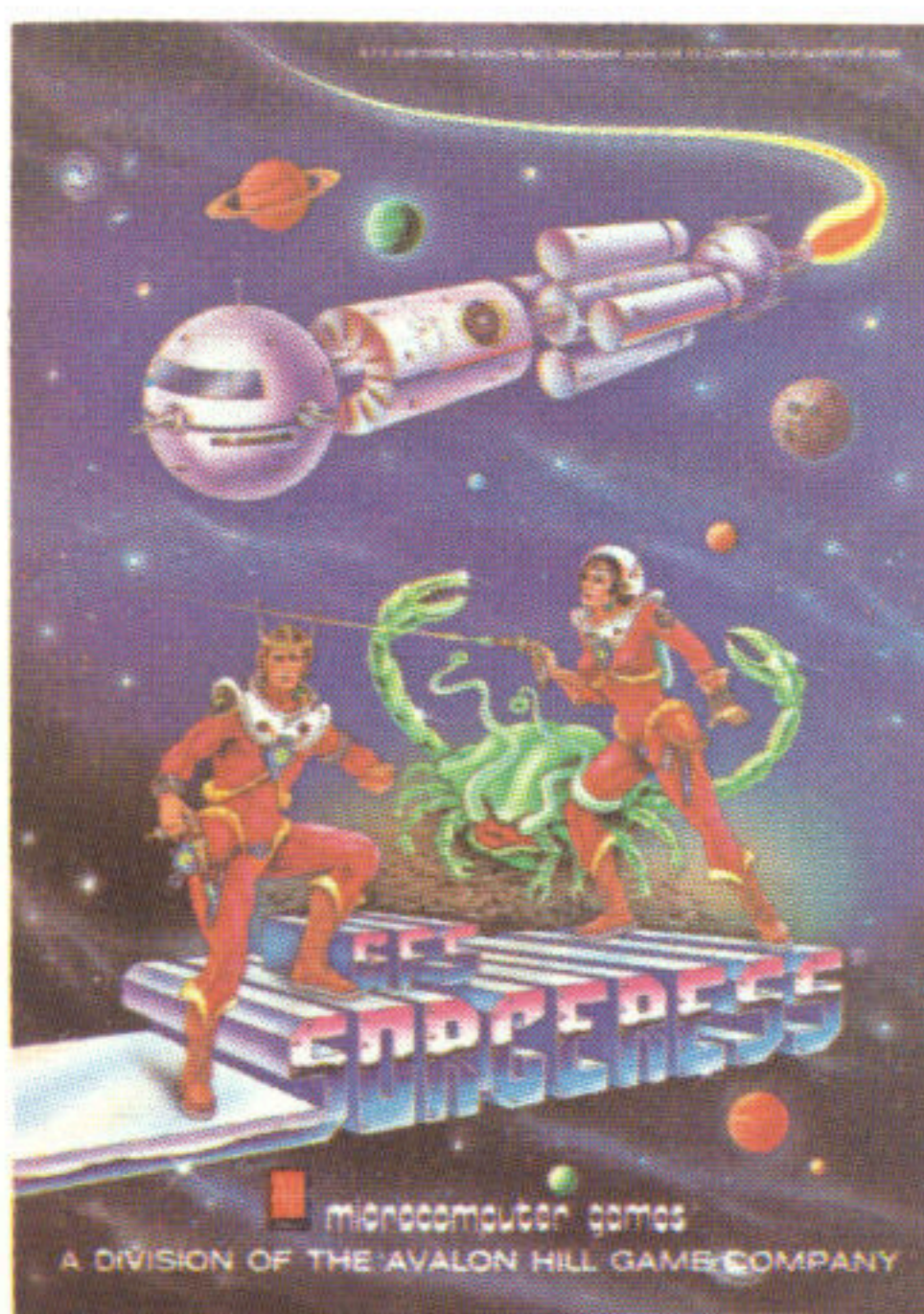


PARTHIAN KINGS—Feudal civil war is coming, and many nobles are declaring themselves king of Parthia. The whole situation is wide open for a brilliant commander, a great strategist, and a leader of men, for YOU!!! A 1 to 4 player game, in which you create, buy and command your own army, and use a great wizard, to do your bidding and casting of terrible spells on your enemies. A brilliant world of pageantry and conquest awaits you with PARTHIAN KINGS.

For 1 to 4 players. Playing time varies.

• **Game No. 45652**—48K Diskette for Apple Home Computers.

8



G.F.S. SORCERESS—The first **science-fiction adventure game** of the continuing saga of Joe Justin and Selena Sakarov aboard the Galactic Federation Starship Sorceress. In the game the player takes the part of Joe Justin as he attempts to clear himself of a false charge of mutiny. Beautiful full-color manuals are included giving the player useful clues in an attempt to prove Joe Justin's innocence.

For 1 player.

Game No. 42801—48K Cassette for TRS-80 Mods. I/III/IV, Apple Home Computers; 40K Cassette for Atari 800.

Game No. 42851—48K Diskette for TRS-80 Mods. I/III/IV.

Game No. 42852—48K Diskette for Apple Home Computers.

Game No. 42853—48K Diskette for Atari Home Computers.

7

TELENGARD—Dungeon Adventure game.

In the mysterious underworld of **TELENGARD** there are fifty levels of ever-more complex mazes for mighty adventurers to explore.

Various means of survival tactics are at the adventurers disposal in this **real time fantasy and role-playing game**.

Using wits, magic, and fast thinking the players delve deeper into the depths of **TELENGARD** to fight monsters and reap valuable rewards. Other not so lucky contestants have never been heard from again!

"One of the most powerful examples of the challenging diversions your computer can offer these days."—Playboy Magazine

For 1 player.

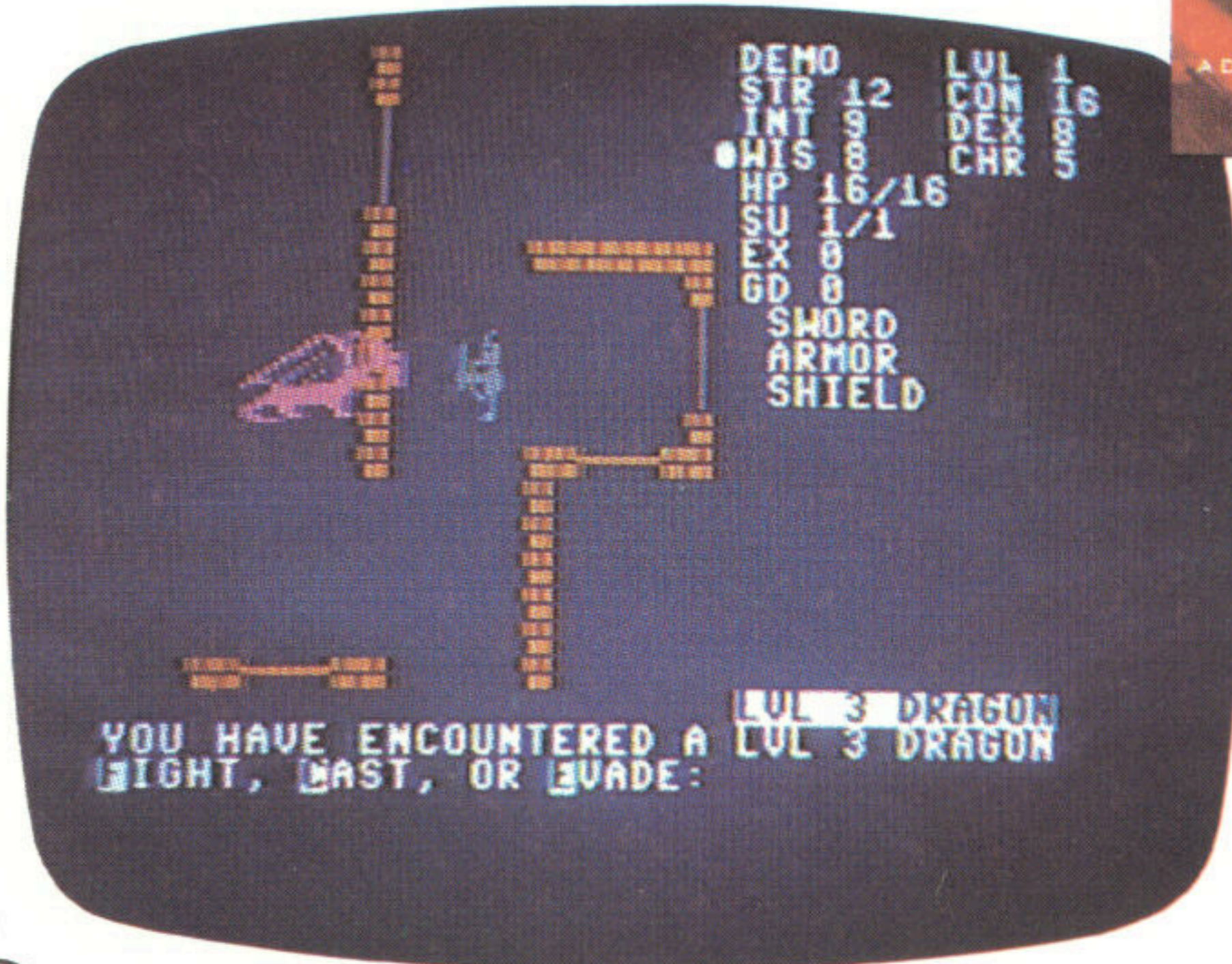
- **Game No. 42401**—32K Cassette for TRS-80 Mods. I/III/IV, PET CBM; 64K Cassette for Commodore 64; 48K Cassette for Atari Home Computers.

Game No. 42451—48K Diskette for TRS-80 Mods. I/III/IV.

Game No. 42452—48K Diskette for Apple Home Computers.

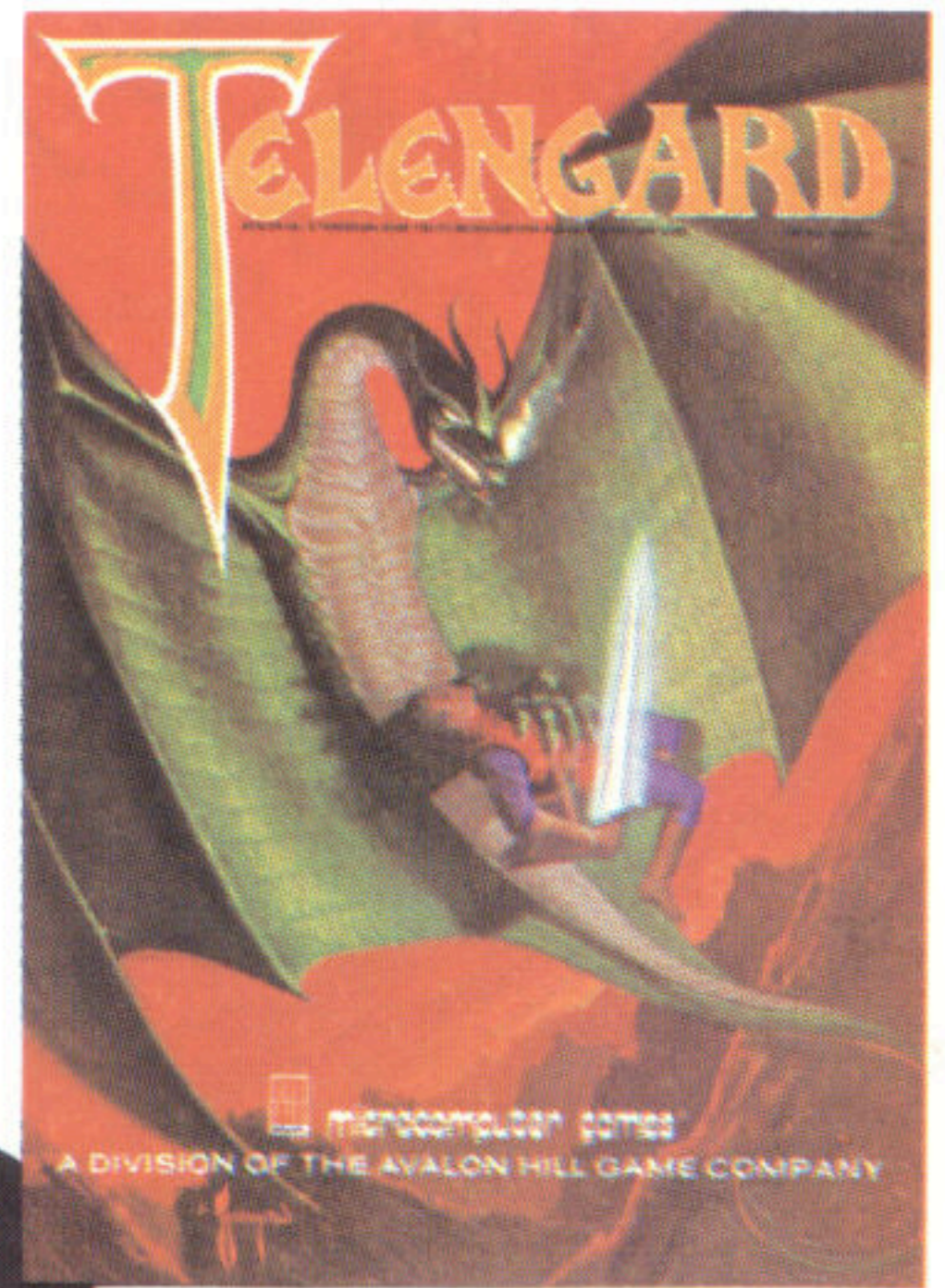
Game No. 42453—48K Diskette for Atari Home Computers.

- **Game No. 42455**—64K Diskette for Commodore 64.



1—10

Commodore 64 version



EMPIRE OF THE OVERMIND—Recent recipient of the GAME OF THE YEAR award by Electronic Games Magazine. Enchanting solitaire game. Embark upon an heroic quest to a different plane of reality. The Overmind, a tyrant that is part machine, part spirit of evil, cleverly overthrew the great king, who escaped and planned revenge that has taken 1,000 years to fulfill. Now YOU must travel to the Empire of the Overmind and destroy the abomination. Includes deluxe copy of Rhyme of The Overmind.

Awards: *Adventure Game of the Year*—Electronic Games Magazine—1981

For 1 player.

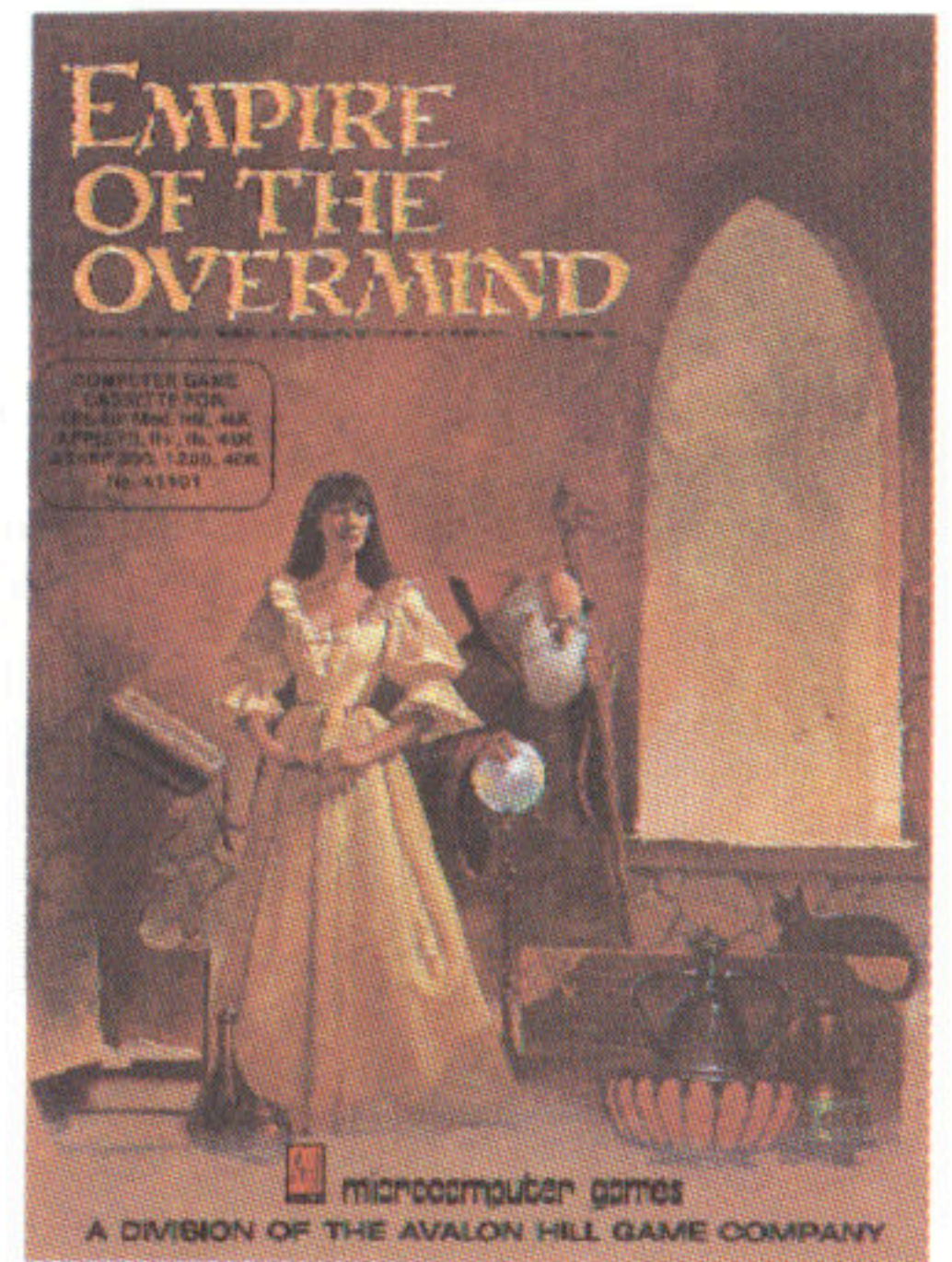
Game No. 41101—48K Cassette for TRS-80 Mods. I/III/IV, Apple Home Computers; 40K Cassette for Atari 800.

Game No. 41151—48K Diskette for TRS-80 Mods. I/III/IV.

Game No. 41152—48K Diskette for Apple Home Computers.

Game No. 41153—40K Diskette for Atari Home Computers.

9



LORDS OF KARMA—Like an intriguing puzzle! The fun is in deciphering secrets while exploring a mythical, magical city and countryside, while at the same time avoiding lurking monsters. You tell the computer what you want by typing simple sentences. The computer has many surprises in store.

For 1 player.

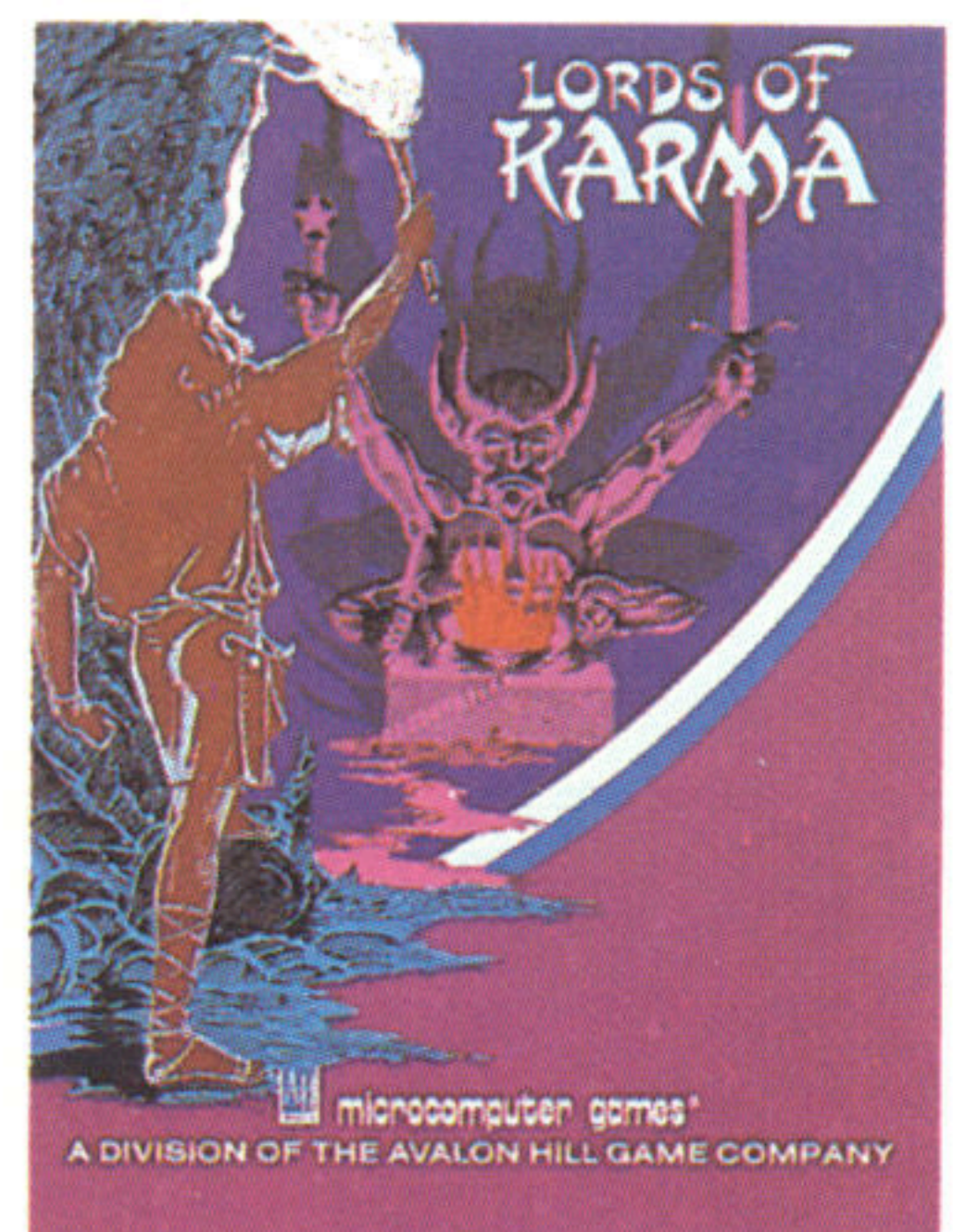
Game No. 40501—48K Cassette for TRS-80 Mods. I/III/IV; 32K Cassette for Apple Home Computers, CBM PET; 40K Cassette for Atari 800, Commodore 64.

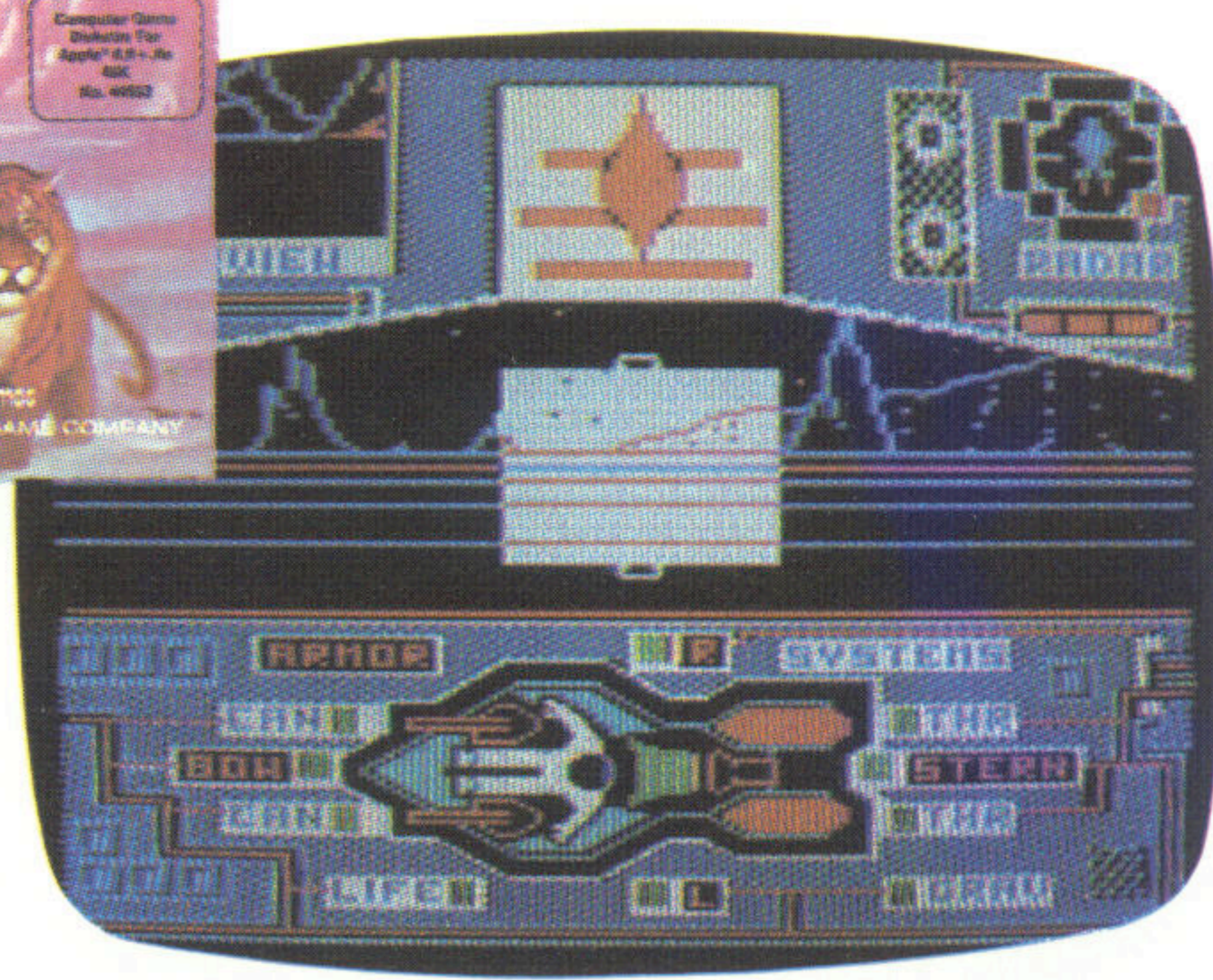
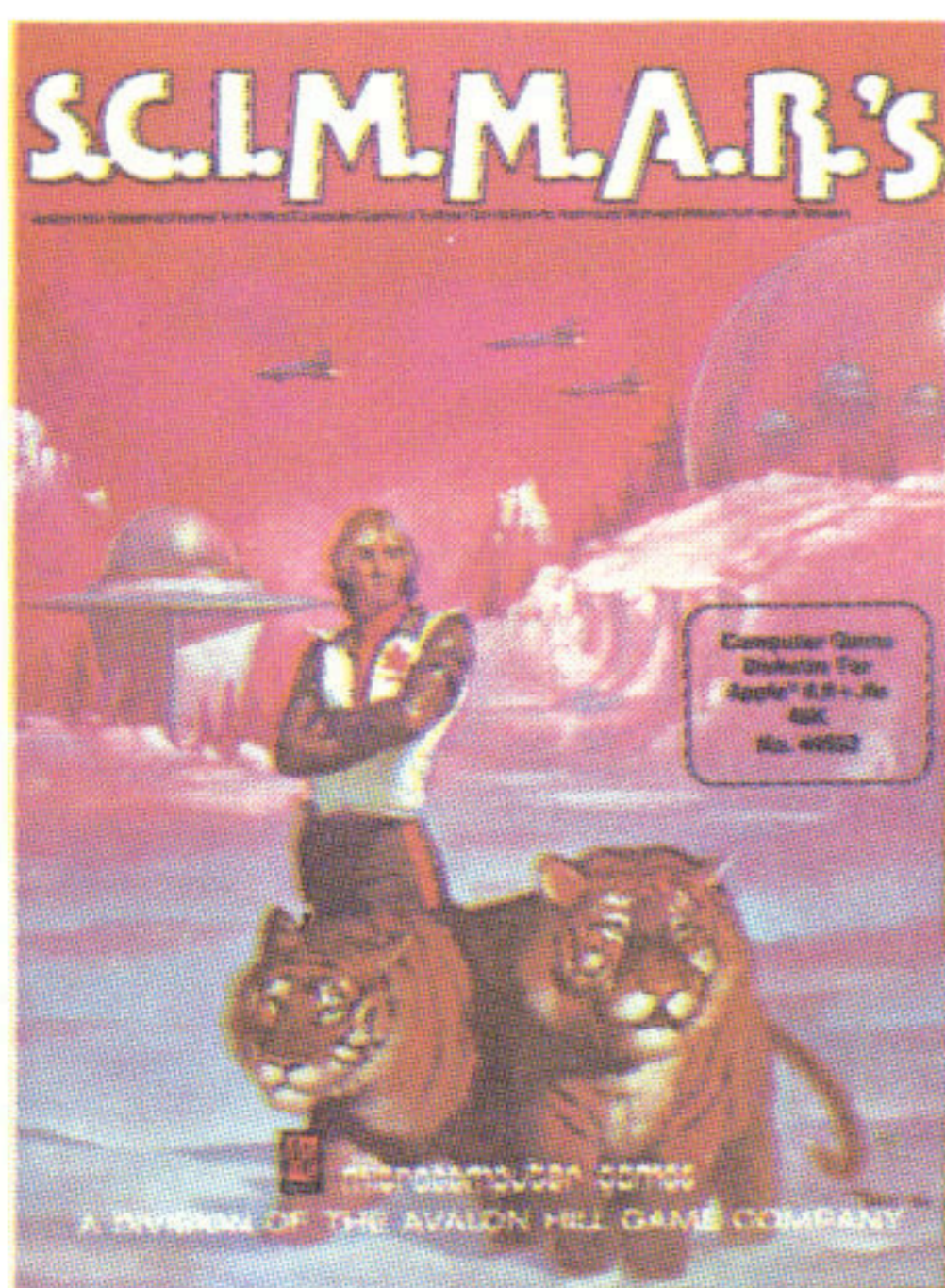
Game No. 40551—48K Diskette for TRS-80 Mods. I/III/IV.

Game No. 40552—48K Diskette for Apple Home Computers.

Game No. 40553—40K Diskette for Atari Home Computers.

3





NEW . . .

**S.C.I.M.M.A.R.'S
SURFACE CONTRA-GRAVITY INDIVIDUAL
MANNED MOBILE ANTI-VEHICLE RAIDERS . . .**

A game of gladiatorial armor combat in the far future. Heroes drive personal combat vehicles more akin to modern jets than tanks, with immense speed and acceleration. It is combat of maneuver, reflex and quick thought, where only the best survive.

For 1 player. Playing time: 15 to 30 minutes.

Game No. 44552—48K Diskette for Apple Home Computers.

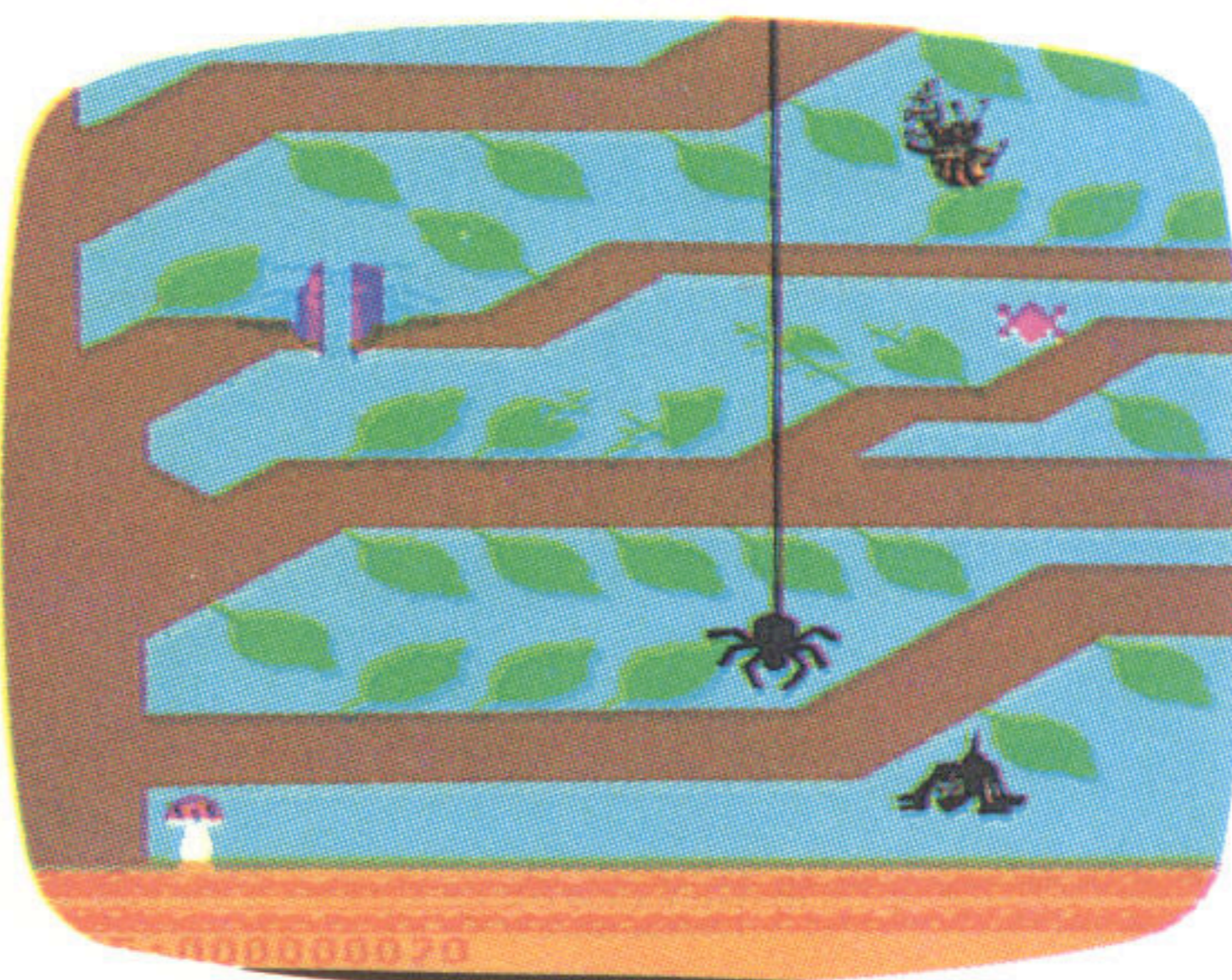


10



GYPSY—It's a JUNGLE OUT THERE!

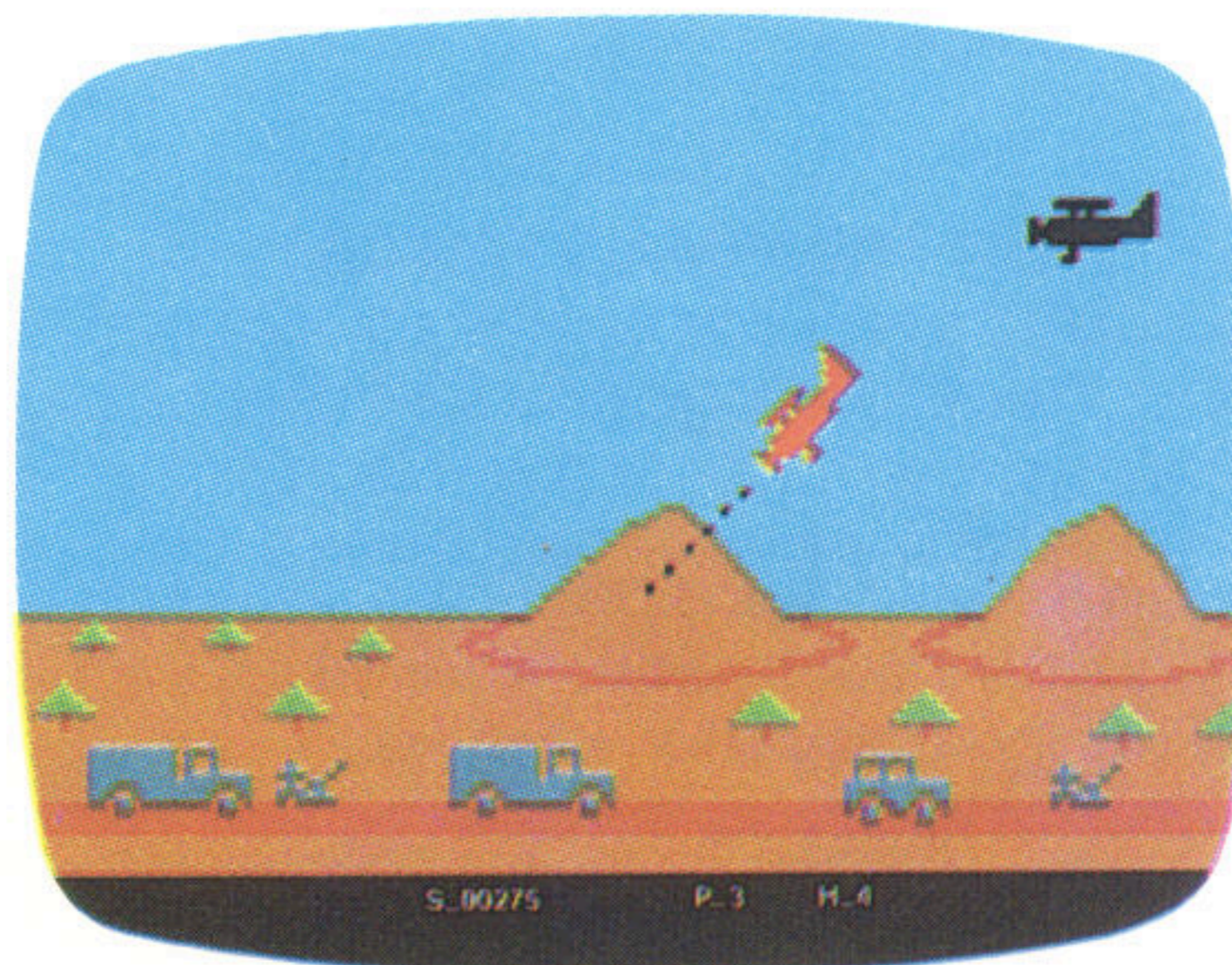
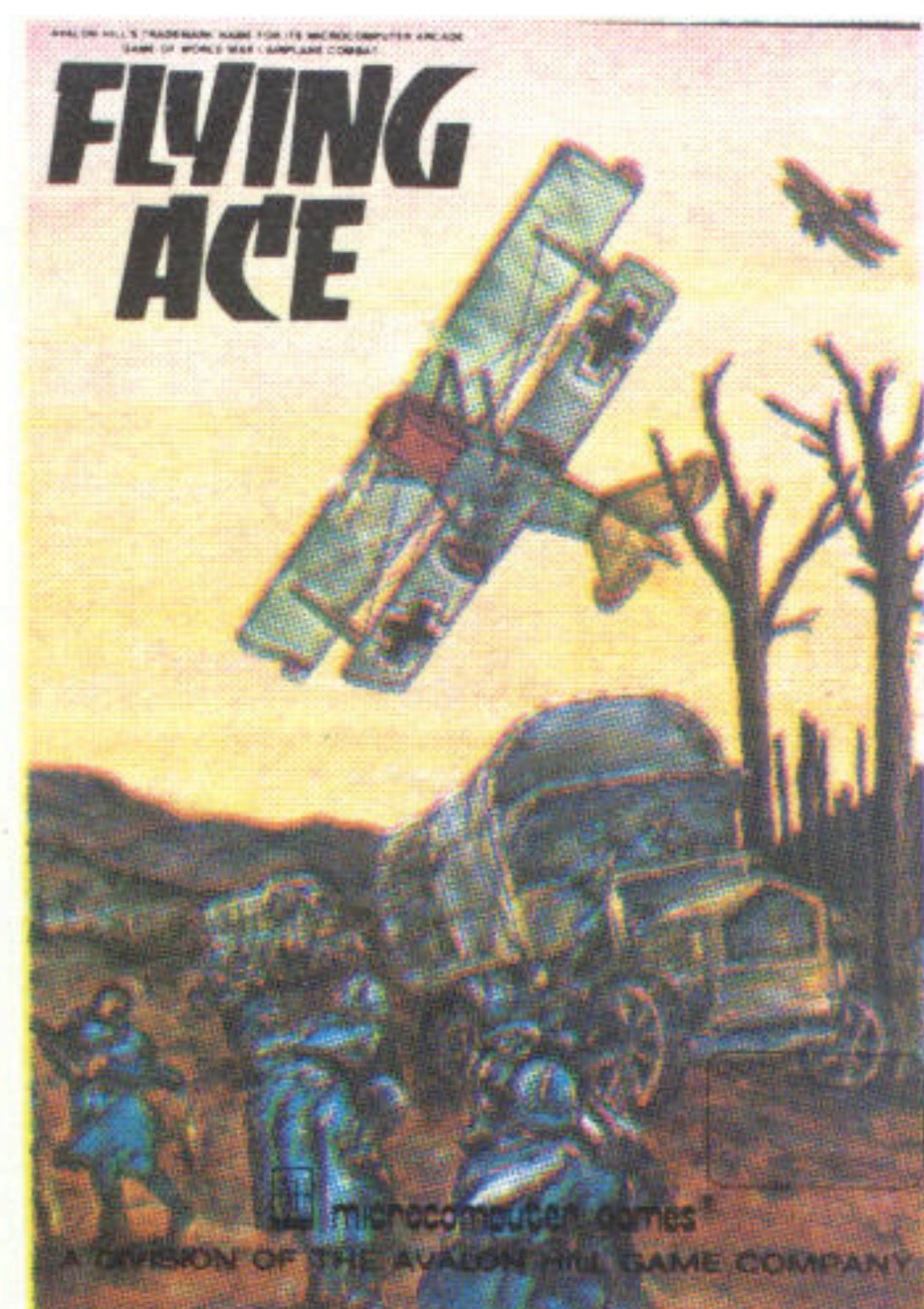
Here you are a happy-go-lucky bug in the garden of your dreams perched high upon a luscious Qok tree sampling the nectar of your delight. BEWARE!! you are not the only one who considers this paradise their home. There's the infamous Flying Ant of Tasmania, the fierce Fandango Bee and the Lochnest Spider all fueled with nasty stings and bites that will drain your energy reserves. You have to maneuver **GYPSY** through the leafy mazes of the Qok tree avoiding these and other perils.



For 1 player. Playing time: 15 to 30 minutes.

Game No. 45201—16K Cassette for Atari Home Computers.

Game No. 45253—32K Diskette for Atari Home Computers.



FLYING ACE—In **FLYING ACE** you play the part of a World War One bi-plane pilot, your mission . . . attack and destroy the enemy trucks carrying ammunition to the front lines. You control your plane much like an actual aircraft. Loop to loops, climbs, and dives are all essential maneuvers you must master as squadrons of enemy planes will continually "dogtail" as you become airborne.

For 1 to 2 players. Playing time: 20 minutes.

Game No. 45301—16K Cassette for Atari Home Computers.

Game No. 45302—64K Cassette for Commodore 64; 16K Cassette for Atari Home Computers.

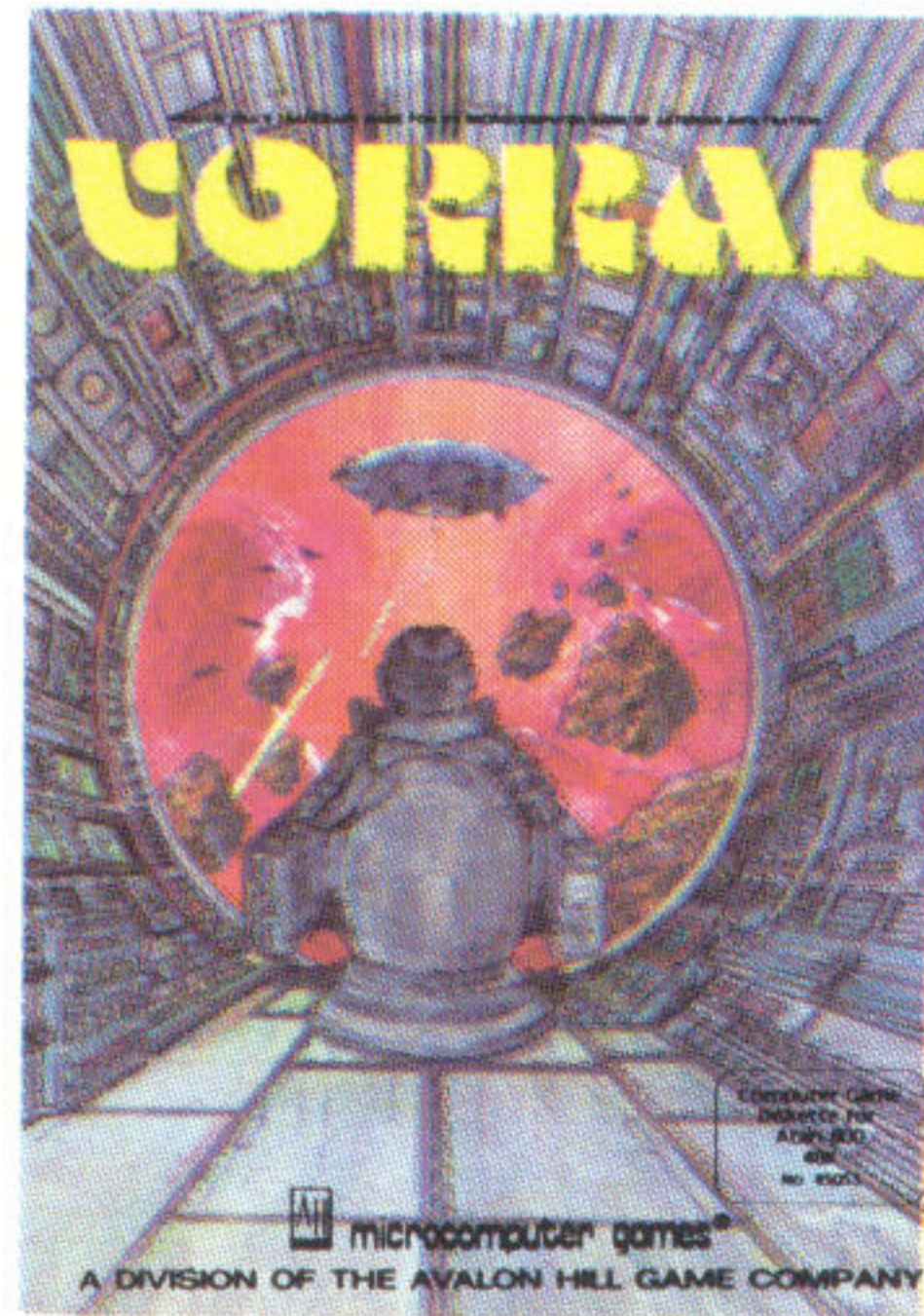
Game No. 45353—32K Diskette for Atari Home Computers.



VORRAK—The Vorrakian orbital fortress beckons YOU! Harsh sunlight glints off your datavisor as your delta-vee fighter blasts off into heroic destiny or total destruction. **VORRAK** is a fast paced arcade game simulating a small jet fighter's attempt to penetrate stalactite and stalagmite—like obstacles enroute to a gigantic power emerald carved out from a massive asteroid. You are of Chi Draconian heritage and your people have selected you to pierce all deadly defenses to destroy the power emerald. The last flicker of freedom around Chi Draconis rests on your shoulders.

For 1 player. Playing time: 20 minutes.

Game No. 45053—48K Diskette for Atari Home Computers.



SHOOTOUT—30 ALIEN WARSHIPS HAVE ENTERED YOUR PATROL ZONE OK, shields up?, energy level . . . check, azimuth set?, yup. It's the preparations YOU will make when playing Avalon Hill's new arcade strategy game **SHOOTOUT AT THE OK GALAXY**. Over 2 years in the making, **SHOOTOUT** is purely graphical combining arcade excitement with just the right touch of strategy.

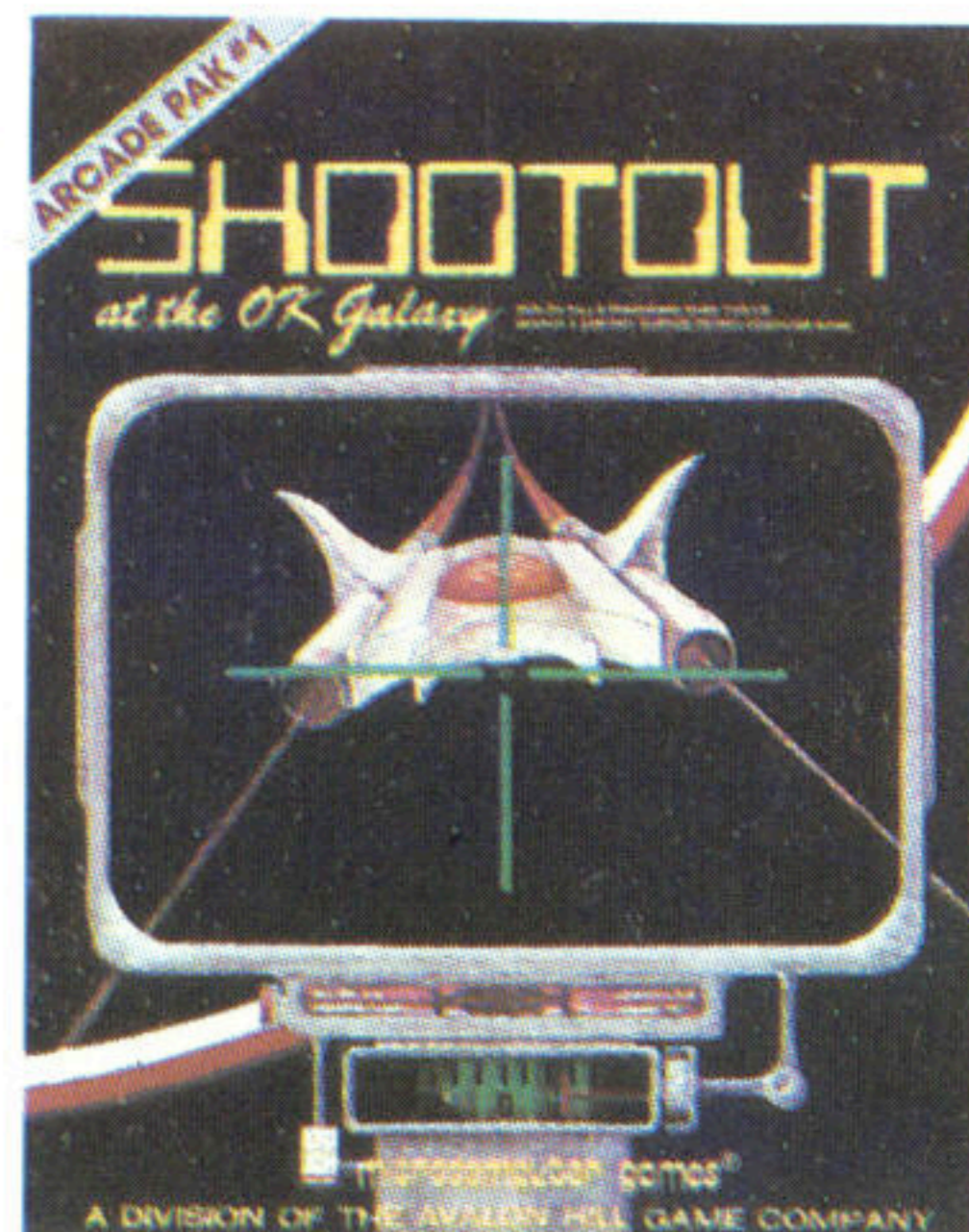
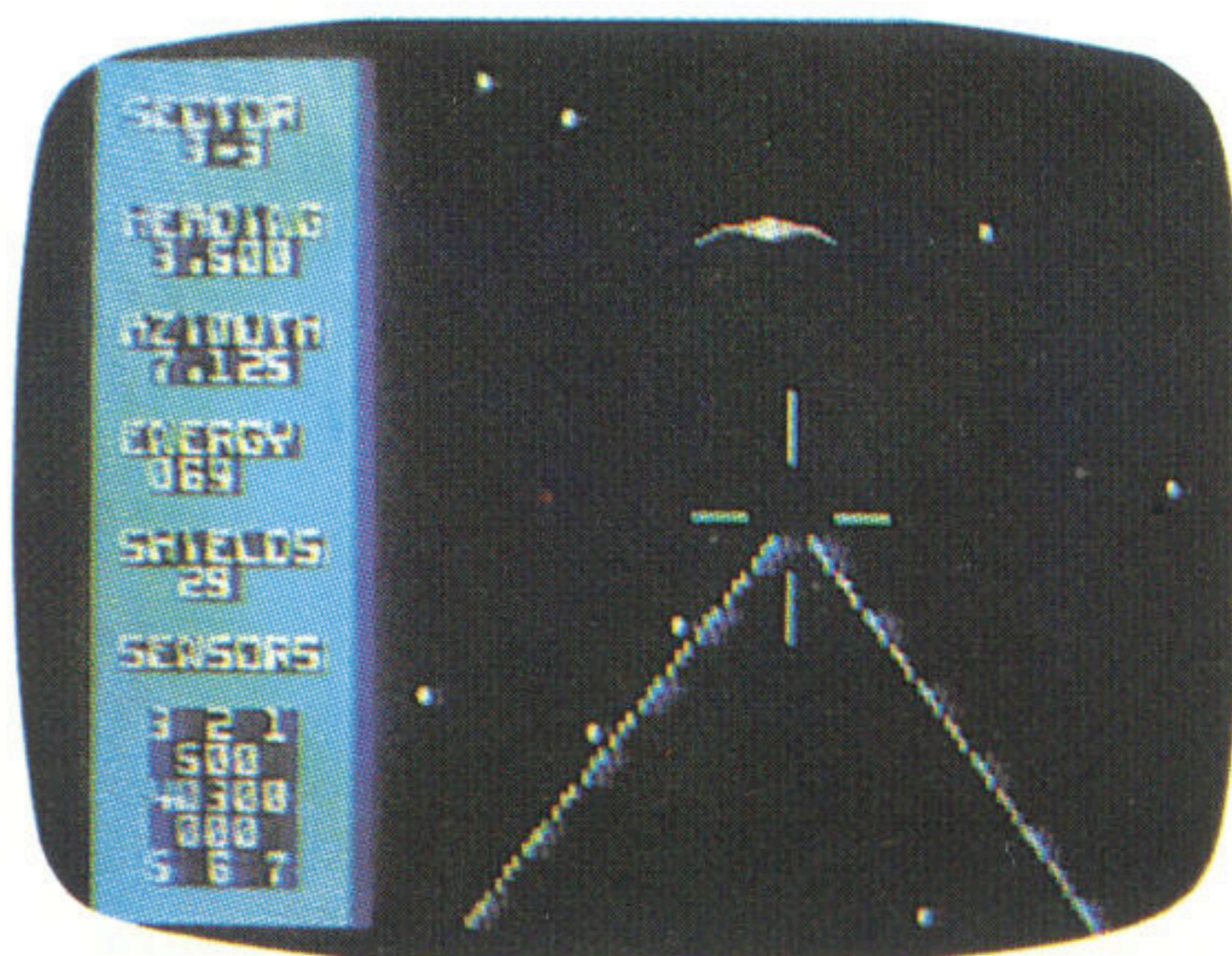
For 1 player. Playing time: 15 to 30 minutes.

Game No. 41001—16K Cassette for TRS-80 Mods. I/III/IV, Atari Home Computers, TRS-80 Color; 32K Cassette for Apple Home Computers; 8K Cassette for CMB PET.

Game No. 41002—16K Cassette for Atari Home Computers; 8K Cassette for VIC-20.

Game No. 41052—48K Diskette for Apple Home Computers.

Game No. 41053—32K Diskette for Atari Home Computers.



Optional

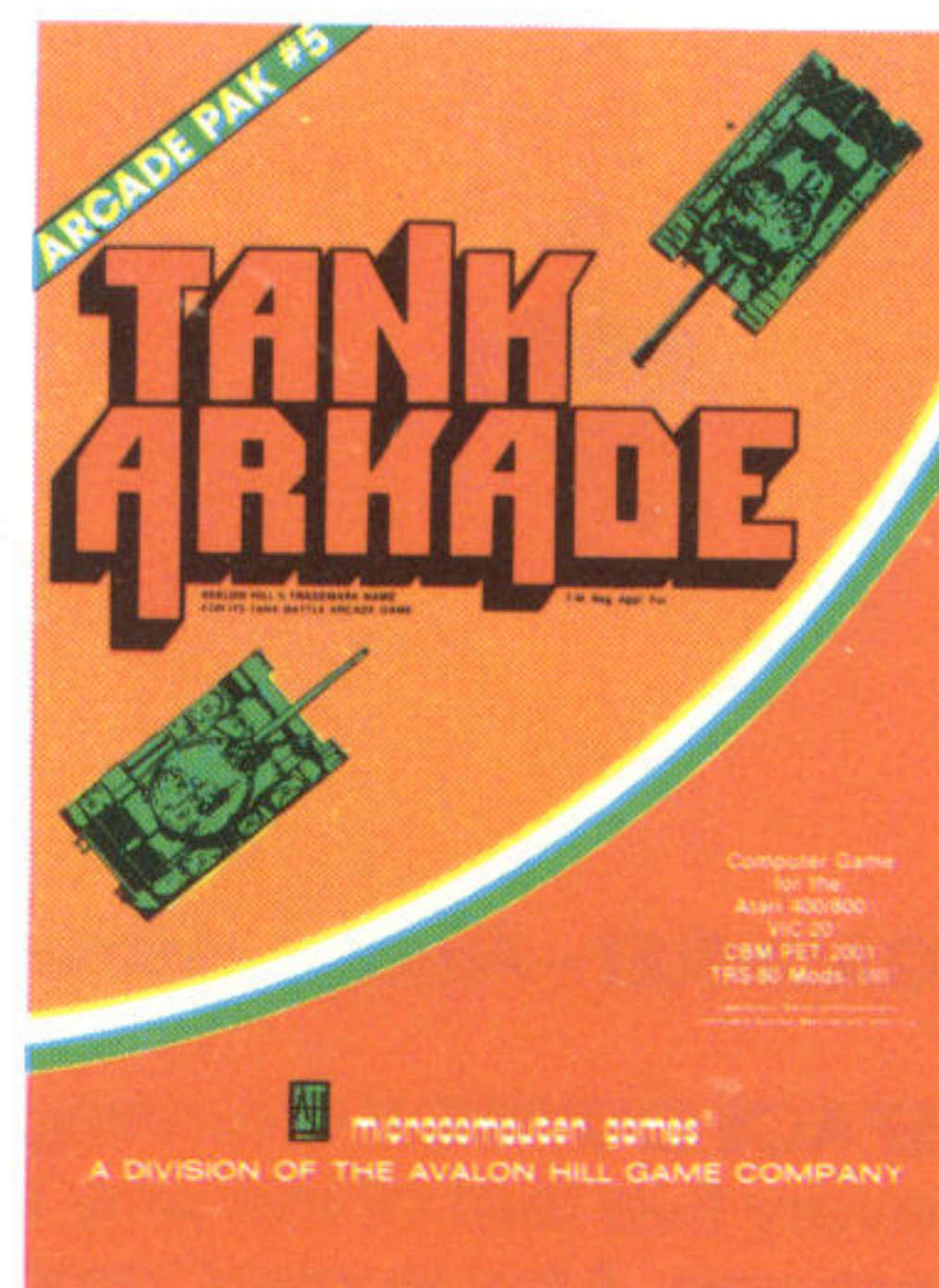
TANK ARKADE—Classic arcade action. Players pre-determine how many hits it will take to wipe out their opponents and then go to battle to plummet their human counterpart (or the computer) with their best battlefield strategy. **TANK ARKADE** is a fast paced solitaire or two player game with nifty graphics. The battlefield randomly changes after each playing.

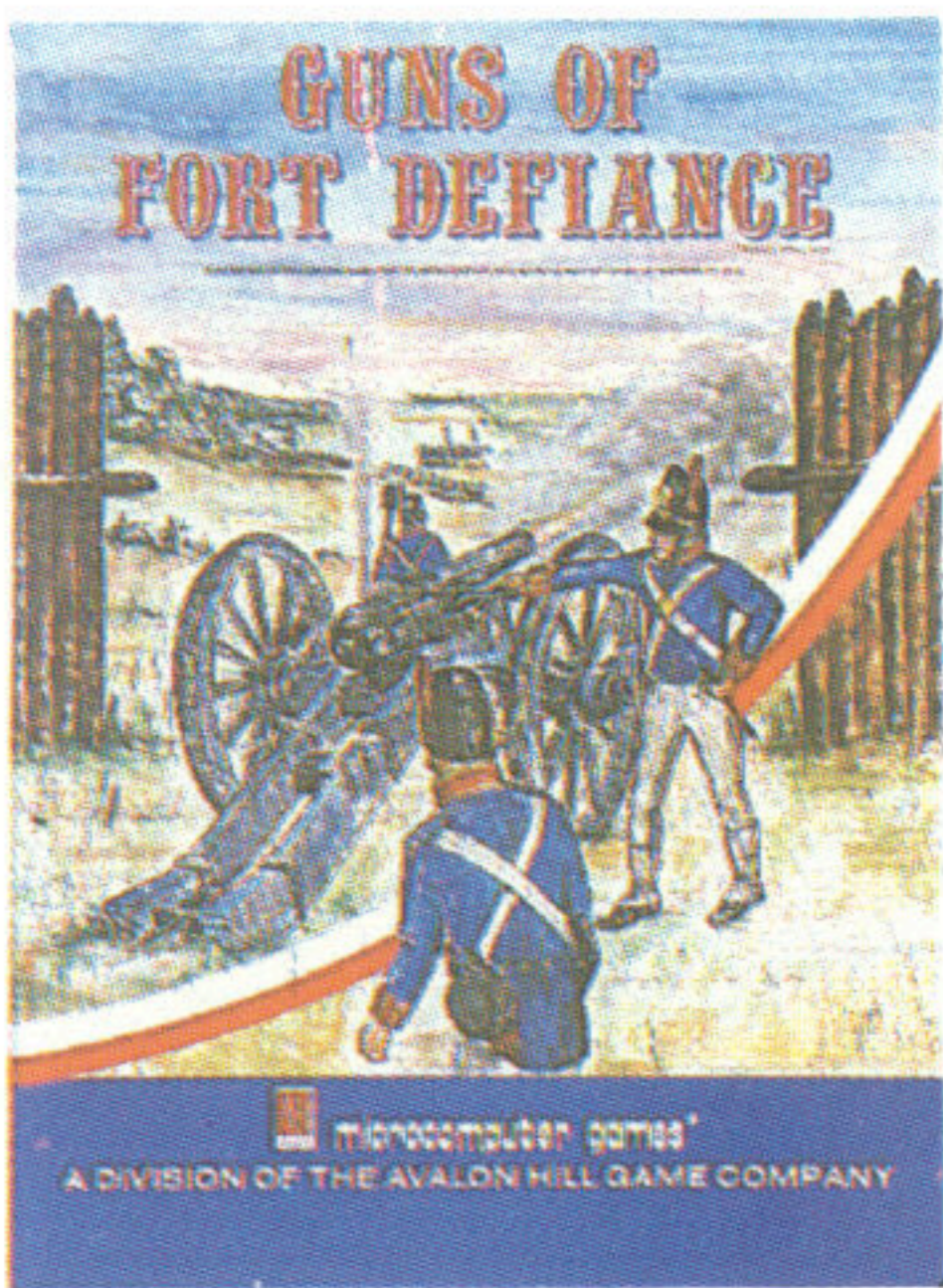
For 1 to 2 players. Playing time: 5 minutes.

Game No. 43101—16K Cassette for TRS-80 Mods. I/III/IV, Atari Home Computers; 8K Cassette for CMB PET; 5K Cassette for VIC-20.



Optional





GUNS OF FORT DEFIANCE—In this exciting arcade game, you are the commander of a 19th century artillery piece in a besieged stockade. For each shot you must specify a type of ammunition—ball, cannister, shell or spherical case—and fuse length (if applicable), and set the elevation and deflection of the cannon. The computer controls the enemy forces, randomly attacking with cavalry, infantry or another artillery piece.

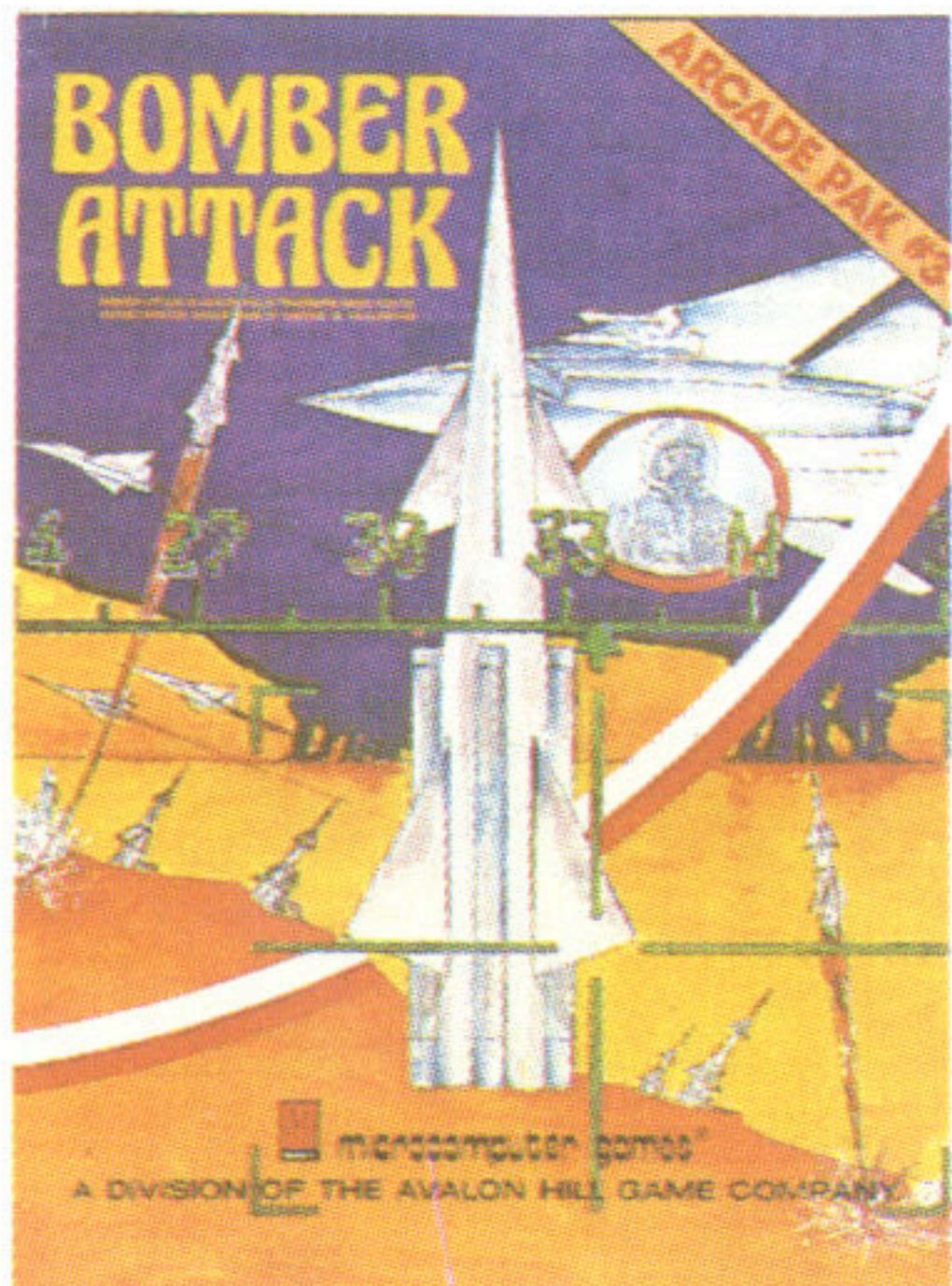
For 1 player. Playing time: 20 minutes.

Game No. 41301—16K Cassette for TRS-80 Mods. I/III/IV, CBM PET; 32K Cassette for Apple Home Computers, Atari Home Computers.

Game No. 41351—32K Diskette for TRS-80 Mods. I/III/IV.

Game No. 41352—48K Diskette for Apple Home Computers.

Game No. 41353—48K Diskette for Atari Home Computers.



BOMBER ATTACK—Arcade game of Ground to air warfare, **BOMBER ATTACK** is a real time fast action game that puts you in command of a supersonic bomber over enemy terrain. You must drop all 25 bombs on key locations before the enemy can down your bomber. But watch out for Red Cross hospitals, they're neutral ground as provided in the Geneva Convention!

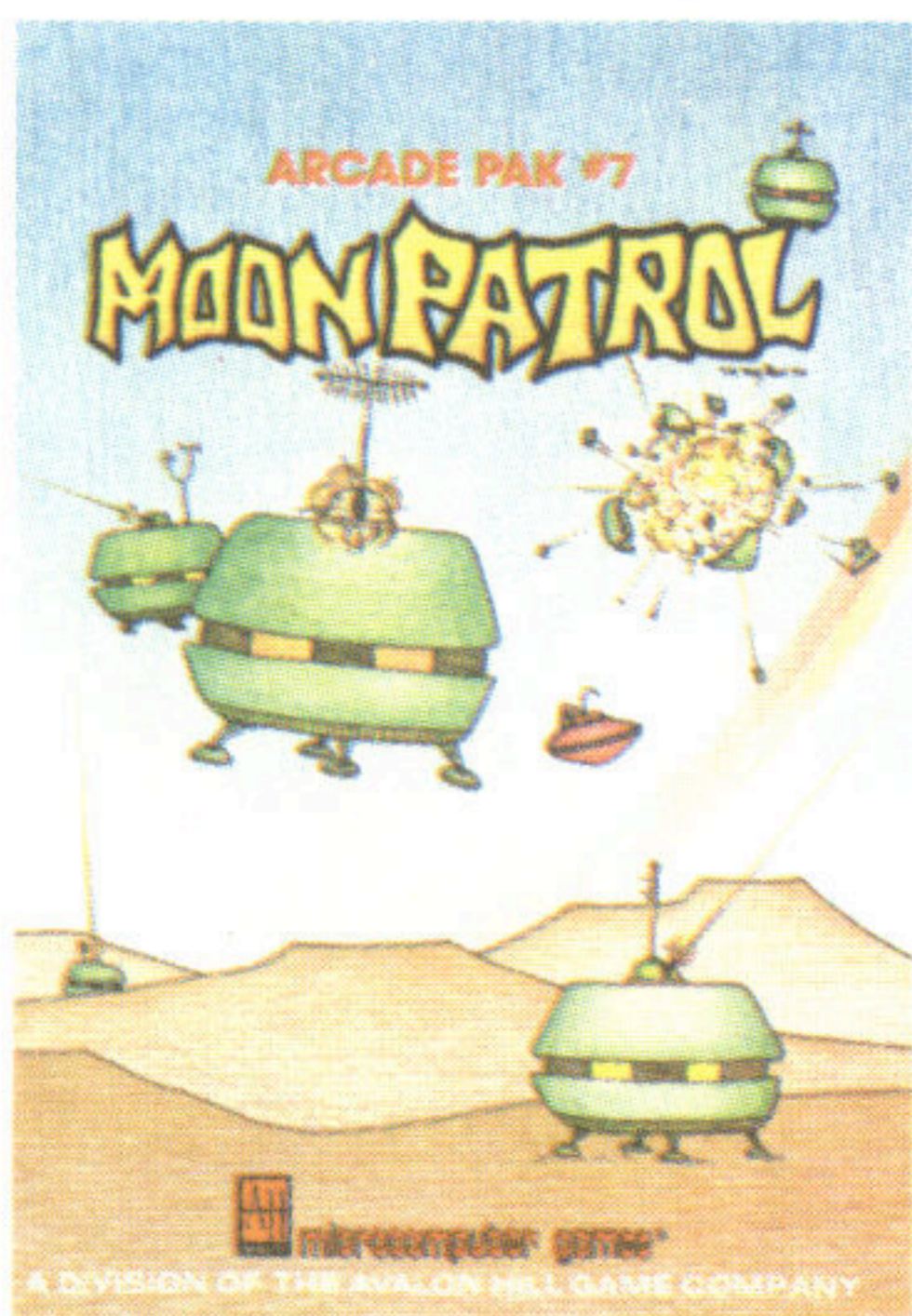
For 1 player. Playing time: 5 minutes.

Game No. 42501—32K Cassette for Apple Home Computers; 8K Cassette for CMB PET; 16K Cassette for Atari Home Computers.

• **Game No. 42502**—64K Cassette for Commodore 64; 16K Cassette for Atari Home Computers; 5K Cassette for VIC-20.

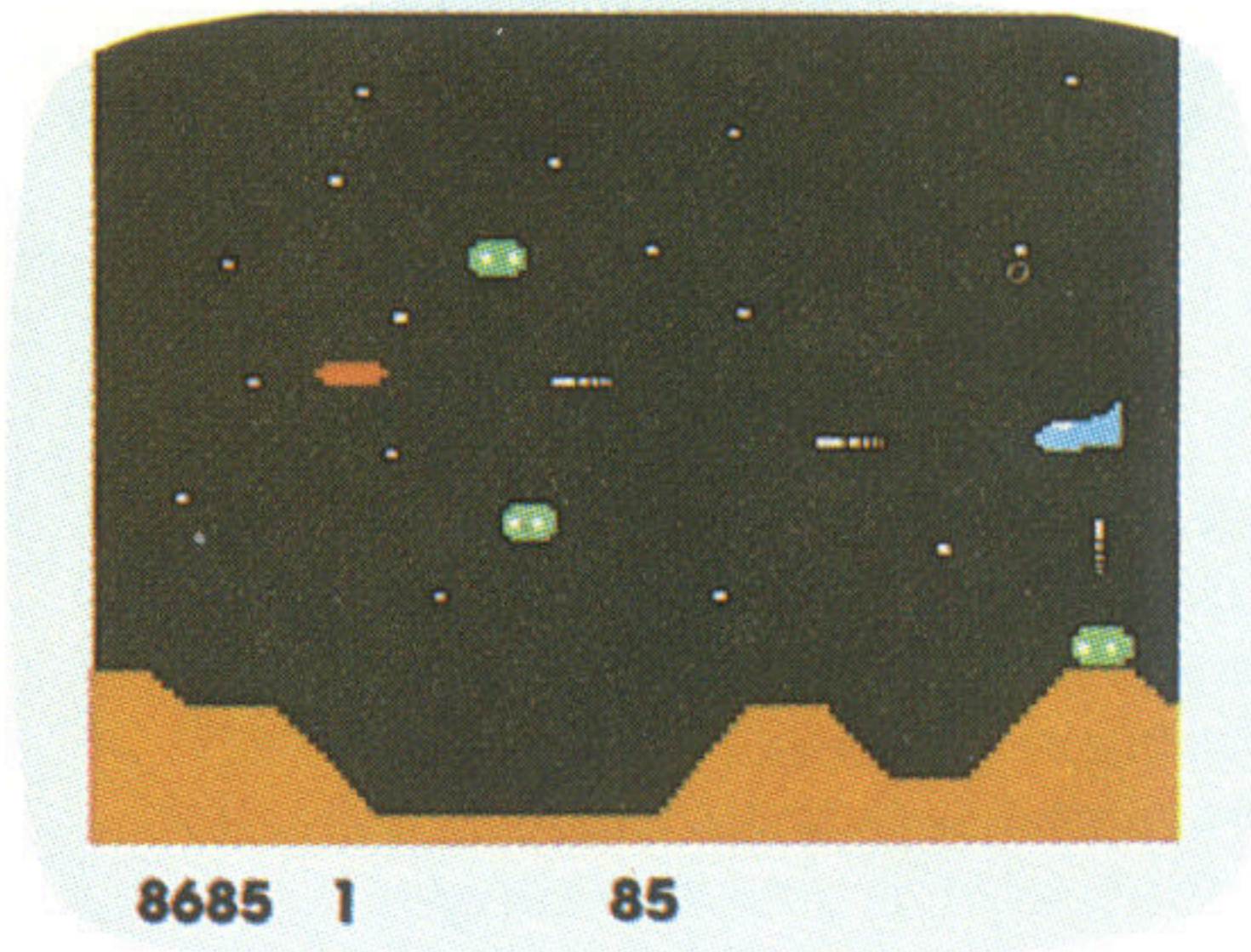


Optional



MOON PATROL—Arcade Pak game of lunar invasion. **MOON PATROL** beats any quarter gobbling game around and can be enjoyed in the privacy of your own home. There are four levels of increasing difficulty, each presenting new lunar attackers to battle. **MOON PATROL** is **fast**, **furious**, and most of all **fun**.

For 1 or 2 players. Playing time: 15 minutes.



Game No. 44001—16K Cassette for Atari Home Computers.

• **Game No. 44002**—64K Cassette for Commodore 64; 16K Cassette for Atari Home Computers.



COMING SOON . . .

GAUNTLET—Arcade game in which you fight your way past attacking alien spacecraft. TRS-80 Color.

SPACE COWBOY—Running down 160 foot ramps is the easy part . . . but when there's a robot laser cannon every five feet of the way there's fun . . . and trouble. Your ultimate goal is to reach your space ship in order to escape. Atari Home Computers, 48K.

See what you are missing in each issue of . . .

microcomputer games[®]

a publication of THE AVALON HILL GAME COMPANY

January, 1983

SPACE STATION ZULU may be the most outrageous game from Microcomputer Games to date! A game of defense, you are the captain of a crew by the presence of

You've Sent Us This Great Game, Now What Do We Do With It?

Several people write us requesting assistance in microcomputer game design. As much as we would like to help each and every individual, it is difficult to find the time. So in an effort to help you, we have decided to publish a series of articles.

If you have any special subject on which you would like to see an article, please let us know and we will do our best to fulfill your wishes.

Better still, if you would like to share unique (or even not so unique) experiences with other Microcomputer Games players, please let us know.

FIGHTING THE HUNS IN LEGIONNAIRE

by David Kuijt
Legionnaire is Avalon Hill's trademark name for its Microcomputer Game of Ancient Warfare

LEGIONNAIRE is a real-time tactical infantry combat game set in the time of Julius Caesar. Your legions fight against two tribes of Huns, trying to defeat them.



MIDWAY CAMPAIGN RELIVED

by Dr. Daniel Weitz
Midway Campaign is Avalon Hill's trademark name for its WWII Pacific Theatre Microcomputer Game

What makes Midway unusual among the world's battles is that it is a simulation of the actual battle.

Midway Campaign

Haven't You Heard?

Portable computers will become the vogue of 1983. Touring the floors of the recent Comdex business oriented computer show during December, held in Las Vegas, there were at least four manufacturers displaying Portables, including the new Epson which includes a tiny printer and screen with cassette loader—in a package not larger than 8½ x 9½ inches, expandable TO 64K.

Last Spring, your roving reporter happened to attend a seminar chaired by Apple Computer exec Steve Jobs. One attendee asked Mr. Jobs what Apple would do in response to the hot 16bit P.C. from IBM. Straight-faced, Mr. Jobs responded "Apple will soon announce the world's first 17bit micro!"

Commodore's new 64 has been generating a lot of interest. We do not know whether it is sheer luck or pure genius that a number of Avalon Hill's Microcomputer Games written for the PET and 2001 will run on the 64 with no alterations necessary. The games are: B-1 NUCLEAR BOMBER, NORTH ATLANTIC CONVOY RAIDER, NUKEWAR, PLANET MINERS, DRAW POKER, and ANDROMEIDA CONQUEST. Using the cassette versions for these programs, load in the PET or CBM 2001 version into your Commodore 64 using the BASIC 'LOAD' command. Although these games were not written ideally for the 64, they offer challenge and strategy inherent in Avalon Hill software. We suggest you change the color of the display by typing 'CONTROL 2' before running the programs.

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