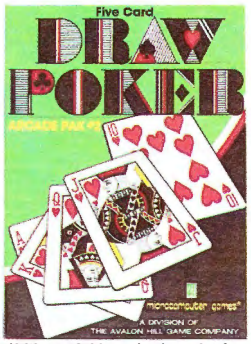
From **MICROCOMPUTER GAMES, Inc.** A Division of

THE AVALON HILL GAME Co.

FALL-XMAS '82

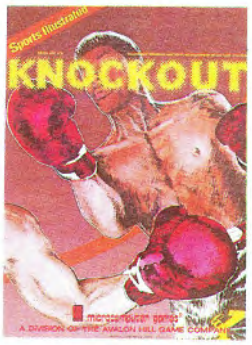
GAMES FOR THE HOME COMPUTER



DRAW POKER—The crowd couldn't make it over for the regular weekly game? Relax, your personal computer (available for IBM, Apple, Atari, TRS-80 Mods. I/III, or PET CBM, 2001) will play 5 Card DRAW POKER and bring the crowd with it. COMPUTER DRAW POKER sets you 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.

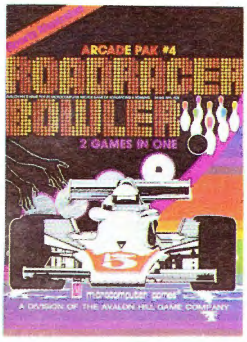
#41601 16K Cass. for Atari 4/800, TRS-80 Mods I/III, 48K for Apple II, 8K for PET $16.00 **#41652** 48K Disk for Apple II $21.00 **#41654** 48K Disk for IBM P.C. $21.00

ARCADE PAKS™



KNOCKOUT—It's a simulation of the gentlemanly art of self defense for one or two players. Featuring high resolution color graphics each player can control every 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! Available for your ATARI 400 or 800 with just 16K!

#43301 16K Cass. for Atari 4/800 $20.00

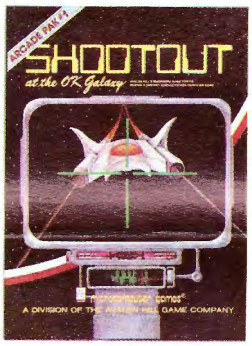


ROADRACER—allows one or two players to choose a type of race track and a time or lap race before they vie for the checkered flag. The race will soon be won by steady control of your vehicle traveling at speeds of 50 to 200 miles per hour. Steer into a turn too fast and you'll likely crash into a wall losing valuable time.

ROADRACER is another new **"ARCADE PAK"** game from Avalon Hill challenging your hand-eye coordination.

#42901 16K Cass. for Atari 4/800, 8K for PET CBM 2001 $15.00

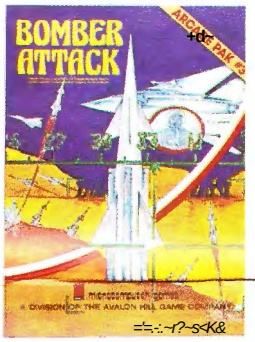
BOWLER is the other member of this duet, a one to four player game simulating ten pin bowling. Players control the direction of their bowling ball as it rolls down the lane altering its deflection and course. Your computer will keep impeccable score each frame!



SHOOTOUT—30 ALIEN WARSHIPS HAVE ENTERED YOUR PATROL ZONE. OK, shields up?, energy level... check, azimuth set?, yup. This may sound like the latest summer space movie thriller but in fact 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.

#41001 16K Cass. for Atari 4/800, TRS-80 Color and Mods. I/III 32K for Apple II, 8K for PET CBM, 2001-$20.00 **#41002** 8K Cass. for VIC-20, 16K for Atari 4/800 $20.00 **#41052** 48K Disk for Apple II $25.00 **#41053** 32K Disk for Atari 800 $25.00

BRAND NEW



BOMBER ATTA warfare, **BOM** game that pu bomber over bombs on ke down your bo hospitals, the Geneva Conv

#42501 16K Cas 2001 $16.00

7 Games Now Available for the I.B.M. P.C.

GALAXY—Have you ever wanted to conquer the universe? 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. A different star map is randomly generated for every game.

#41901 16K Cass. TRS-80 Atari 4/800, Apple II, PET $20.00 **#41991** Two Sided Disk 32K TRS-80, 48K Apple II $25.00 **#41992** Two Sided Disk 48K Apple II 24K Atari 4/800 $25.00 **#41954** 48K Disk for IBM P.C. $26.00

VOYAGER—A solitaire computer game that challe the human player to explore the four levels of an spacecraft's maze-like corridors and rooms in 3-D simulated graphics, all the while avoiding robots grammed to blast any intruders. In order to win, th human must destroy all power generators and es or hunt out and annihilate the killer robots. **VOYA** comes with color-animated graphics and sound capabilities for computers so equipped.

#41801 16K Cass. for TRS-80 Color, Mods. I/III, 24K for A 4/800, 32K for Apple II and CBM PET 2001-$20.00 **#41852** Disk for Apple II **#41853** 32K Disk for Atari 800 **#41854** Disk for IBM P.C. Each Disk $25.00

MIDWAY CA huge force c invade and engagemen errors which probably wo mand the bc Naval Force

#40101 16K Ca Atari 4/800 $1 **#40152** 48K D 800 **#40154**

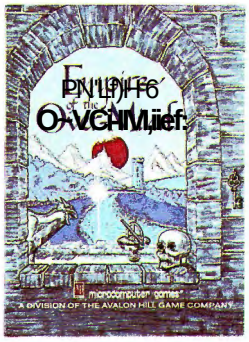
COMPUTER STOCKS AND BONDS—Here's your chance to be a Wall Street genius. Players choose a general strategy and invest in the stocks that fit their game-plan. Play it safe, gamble or do a little of both. In a "bear" market players investing heavily could lose their shirts, while a "bull" market would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

#40901 16K Cass. for TRS-80 and PET, 32K for Atari 4/800 and Apple II $20.00 **#40951** 32K Disk for TRS-80 **#40952** 48K Disk for Apple II **#40953** 40K Deluxe Disk version for Atari 4/800 **#40954** 64K Disk for IBM P.C. Each Disk $25.00

Fun Fast Action Games For Personal Computer

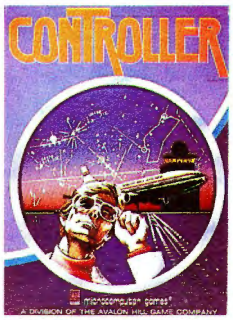
COMPUTER FOREIGN EXCHANGE—Two to four players own and manage multi-national companies in various cities throughout the world. Changing conditions require each player to make constant decisions after considering the financial resources of his company and his opponents. A variety of situations will determine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

#42301 16K Cass. for TRS-80 Mods. I/III-$20.00



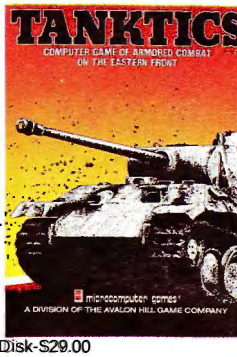
EMPIRE OF THE OVERMIND—Recent recipient of the GAME OF THE YEAR award by Electronic Games Magazine. Enchanting solitaire game. Embark upon an heroic quest to a different plane of reality. The Overmind, a tyrant that is part machine, part spirit of evil, cleverly overthrew the great king, who escaped 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.

#41101 48K Cass for Apple II, TRS-80 Mods. I/III, 40K for Atari 4/800 $30.00 **#41151** 48K Disk for TRS-80 Mods. I/III **#41152** 48K Disk for Apple II **#41153** 40K Disk for Atari 800 Each Disk-$35.00



CONTROLLER—A real-time simulation of air traffic control in which you will have to guide the approach and landing sequence of up to 8 aircraft. There are three types of aircraft: Light Planes, Airliners, and Private Jets, with each type having a different rate of climb, turning ability, stall speed, ceiling, fuel consumption and fuel capacity. CONTROLLER transforms your microcomputer screen into a realistic "radar scope"; also, each aircraft's heading, velocity, and altitude is continuously displayed on a separate chart next to the radarscope.

#42101 16K Cass. for Atari 4/800-$25.00 **#42152** 48K Disk for Apple II-$30.00 **#42153** 40K Disk for Atari 800-$30.00



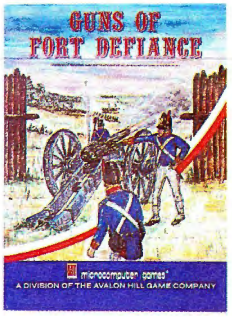
TANKTICS—Armored combat on the Eastern front of WWII. Includes full-color mounted mapboard and counters. You, as the German tank platoon leader, start the game outnumbered 2 to 1. However, you choose your tank types before each of 5 scenarios. You also specify what your opponent, the computer is to have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

#41201 16K Cass for Apple II, TRS-80 Mods I/III, PET CBM 2001, 24K for Atari 4/800-$24.00 **#41252** 48K Disk for Apple II **#41253** 32K Disk for Atari 800 Each Disk-$29.00

ersonal Computers!

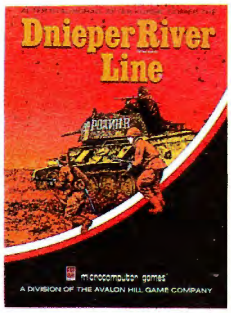
cade game of Ground to air
TACK is a real time fast action
in command of a supersonic
terrain. You must drop all 25
ons before the enemy can
But watch out for Red Cross
Itral ground as provided in the

>ri 4/800, 32K for Apple II-$8xfo 6ET



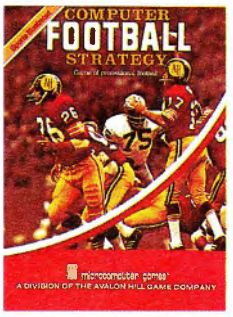
GUNS OF FORT DEFIANCE—In this exciting arcade game, you are the commander of a 19th century artillery piece in a besieged stockade. For each shot you must specify a type of ammunition—ball, canister, shell or spherical case—and fuse length (if applicable), and set the elevation and deflection of the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

#41301 16K Cass. for TRS-80 Mods I/III, PET CBM 2001, 40K for Atari 4/800, 32K for Apple II-$20.00 **#41351** 32K Disk for TRS-80, Mods. I/III **#41352** 48K Disk for Apple II **#41353** 48K Disk for Atari 800 Each Disk-$25.00



DNIEPER RIVER LINE—A fictionalized engagement between the Russian and German forces in the southern Ukraine in 1943. The game challenges you, the German commander, to 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 complete with over 300 illustrated counters and a mounted mapboard.

#41701 32K Cass. for Apple II, TRS-80, PET CBM, 2001, 48K for Atari 4/800-$25.00 **#41751** 48K Disk for TRS-80 Mods. I/III **#41752** 48K Disk for Apple II **#41753** 48K Disk for Atari 800 Each Disk-$30.00

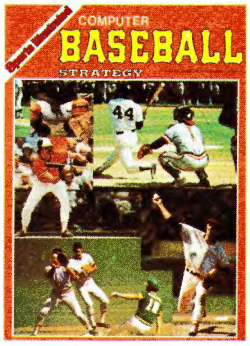


COMPUTER FOOTBALL STRATEGY—Thrill to computer version of Avalon Hill's famous board game. Based on the award-winning Sports Illustrated game of professional football, forces the player to constantly make the right decisions about team's offensive and defensive formations. Match wits against the computer or against a live opponent.

#41651 32K Disk for TRS-80 Mods. I/III **#41654** 48K Disk for IBM, P.C. Each Disk-$24.00

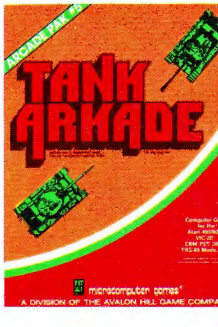
N—Your computer controls a
inese ships whose objective is to
e Midway Island. In the actual
apanese made several tactical
em the battle. Your computer
ke the same mistakes! You com-
it-numbered and outranged U.S.
only advantage is surprise.

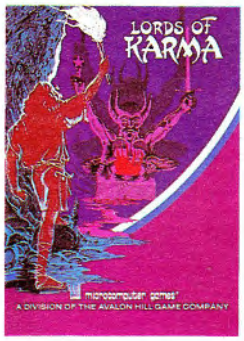
RS-80, Apple II, PET CBM 2001, 32K for
#41551 32K Disk for TRS-80 Mods I/III
Apple II **#41553** 40K Disk for Atari
for IBM P.C. Each Disk-$24.00



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 to his skill as a manager 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 and are looking for a chance to prove it, COMPUTER BASEBALL STRATEGY is the game for you. Play Ball!

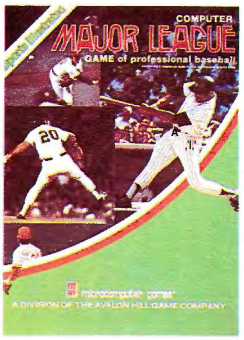
#41401 32K Cass. for Atari 4/800, Apple II, TRS-80 Mods. I/III, PET CBM, 2001 $17.00





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.

#40501 32K Cass. for Apple II, PET CBM, 2001, 40K for Atari 4/800, 48K for TRS-80 Mods. I/III $20.00 **#40551** 48K Disk for TRS-80 Mods. I/III **#40552** 48K Disk for Apple II **#40553** 48K Disk for Atari 800 Each Disk $25.00



COMPUTERSTATS PRO BASEBALL—Recreate an entire baseball season, championship or world series 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.

#40601 16K Cass. for TRS-80 Mods. I/III $25.00 **#40651** 32K Disk for TRS-80 Mods. I/III-$30.00 **#40652** 48K Disk for Apple II $30.00

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.

#40001 16K Cass. for TRS-80 Mods. I/III, Apple II, PET CBM, 2001, Atari 4/800-$16.00 **#40051** 32K Disk for TRS-80 Mods. I/III **#40052** 48K Disk for Apple II **#40053** 24K Disk for Atari 800 **#40054** 48K Disk for IBM PC Each Disk-$21.00

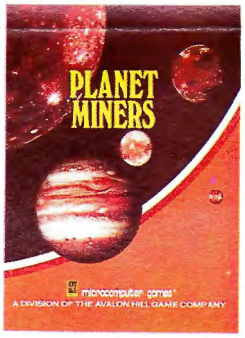
NORTH ATLANTIC CONVOY RAIDER—In the Bismarck convoy raid of 1941, the computer controls the British convoys and battleships. Will the Bismarck sink the Hood, only to be sunk by the Rodney and King George V, as in history? Or, will the Bismarck cripple or sink the British Home Fleet and go rampaging through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

#40201 16K Cass. for TRS-80, Apple II, PET CBM 2001, Atari 4/800-$16.00 **#40251** 32K Disk for TRS-80 Mods. I/III-$21.00 **#40252** 48K Disk for Apple II $21.00 **#40253** 24K Disk for Atari 800 $21.00

STRATEGY GAMES

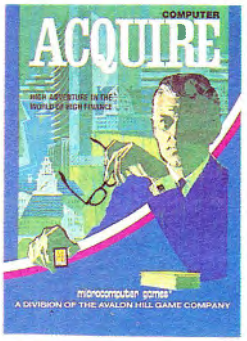
CONFLICT 2500—In 2500 AD, earth is threatened by attacking aliens programmed with an infinite number of attack strategies with which to tease the player who must defend earth. A variety of spaceships on the screen adds an extra dimension to the excitement and suspense of this clever SF game. A game for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

#40701 16K Cass. for Apple II, TRS-80 I/III, PET CBM, 2001, 32K Cass. for Atari 4/800-$16.00 **#40751** 32K Disk for TRS-80 Mods I/III **#40752** 48K Disk for Apple II **#40754** 40K Disk for Atari 800 Each Disk-$21.00



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.

#40401 16K Cass. for Apple II, TRS-80 I/III, PET CBM, 2001, 24K for Atari 4/800-$16.00 **#40451** 32K Disk for TRS-80 Mods. I/III **#40452** 48K Disk for Apple II **#40453** 32K Disk for Atari 800 Each Disk-$21.00

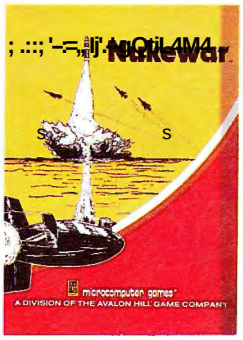


COMPUTER ACQUIRE—New Second Edition! The object of the game is to become the wealthiest person in this "business" game about hotel acquisitions and mergers. For 2 to 6 players it is a subtle game of interplayer strategy. As a SOLITAIRE game you play against the computer. One can even pit the computer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

#40601 16K Cass. for Atari 4/800, Apple II, TRS-80 Mods. I/III, PET CBM, 2001-$20.00 **#40652** 48K Disk for Apple II-$25.00

TANK ARCADE—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 tank battlefield strategy. TANK ARCADE is a fast paced solitaire or two player game with nifty graphics. The battlefield randomly changes after each playing.

#43101 5K Cass. for VIC-20, 8K for PET CBM, 2001, 16K for TRS-80 Mods. I/III, Atari 4/800-$15.00



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! Very fast paced for players of all ages and levels of experience.

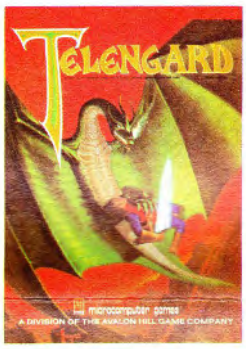
#40301 16K Cass. for Atari 4/800, Apple II, TRS-80 Mods. I/III, PET CBM, 2001-$16.00 **#40351** 32K Disk for TRS-80 Mods. I/III **#40352** 48K Disk for Apple II **#40353** 24K Disk for Atari 800 Each Disk-$21.00

VISUAL EXTRAVAGANZA!

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.** #**43501** 16K Cass. for Atari 4/800-$35.00

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.

#**42001** 16K Cass. for Apple II, TRS-80 Mods. I/III, PET CBM, 2001, 32K for Atari 4/800-$18.00 #**42051** 32K Disk for TRS-80 Mods. I/III #**42052** 48K Disk for Apple II #**42053** 40K Disk for Atari 800 #**42054** 48K Disk for IBM PC. Each Disk-$23.00

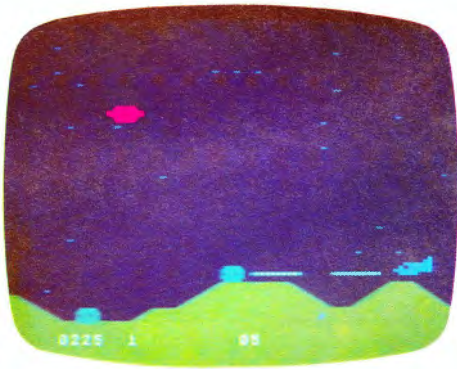


TELENGARD - Microcomputer Dungeon Adventure game.
In the mysterious underworld of TELENGARD there are fifty levels of ever-more complex mazes for mighty adventurers to explore.
Various means of survival tactics are at the adventurers disposal and all of the necessary ingredients have been incorporated into this **real time fantasy and role-playing game.**
Using wits, magic, and fast thinking the players delve deeper and deeper into the depths of TELENGARD to fight monsters and reap very valuable rewards. Other not so lucky contestants have never been heard from again!

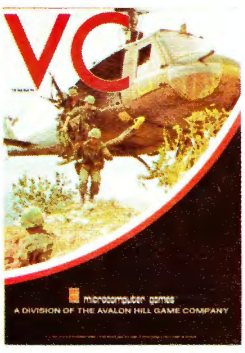
#42401 48K Cass. for Atari 4/800, Apple II, TRS-80 Mods. I/III, 32K PET CBM 2001-$23.00 #**42451** 48K Disk for TRS-80 Mods. I/III #**42452** 48K Disk for Apple II #**42453** 48K Disk for Atari 800 Each Disk-$28.00

G.F.S. SORCERESS - The first science fiction adventure game of the continuing saga of Joe Justin and Selena Sakaiov 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 his or her attempt to prove Joe Justin's innocence.

#42801 48K Cass. for Atari 4/800, 48K for Apple II and TRS-80 Mods. I/III-$30.00 #**42851** 48K Disk for TRS-80 Mods. I/III #**42852** 48K Disk for Apple II #**42853** 40K Disk for Atari 800 Each Disk-$35.00



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.** #**44001** 16K Cass. for Atari 4/800-$28.00



V.C. - V.C., short for Viet Cong, is Avalon Hill's first game ever on the controversial Viet Nam War. Under your command is the chopper based air-mobile and heavily armed 1/509th Air Cavalry and 9/15th Field Artillery for fire support. It is an **unconventional conflict.** 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 recreates this struggle in which you can lose without ever being defeated.

#42601 16K Cass. for TRS-80 Color and Mods. I/III, 32K for Atari 4/800 and Apple II-$20.00 #**42651** 32K Disk for TRS-80 Models, I/III #**42652** 48K Disk for Apple II #**42653** 40K Disk for Atari 800

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