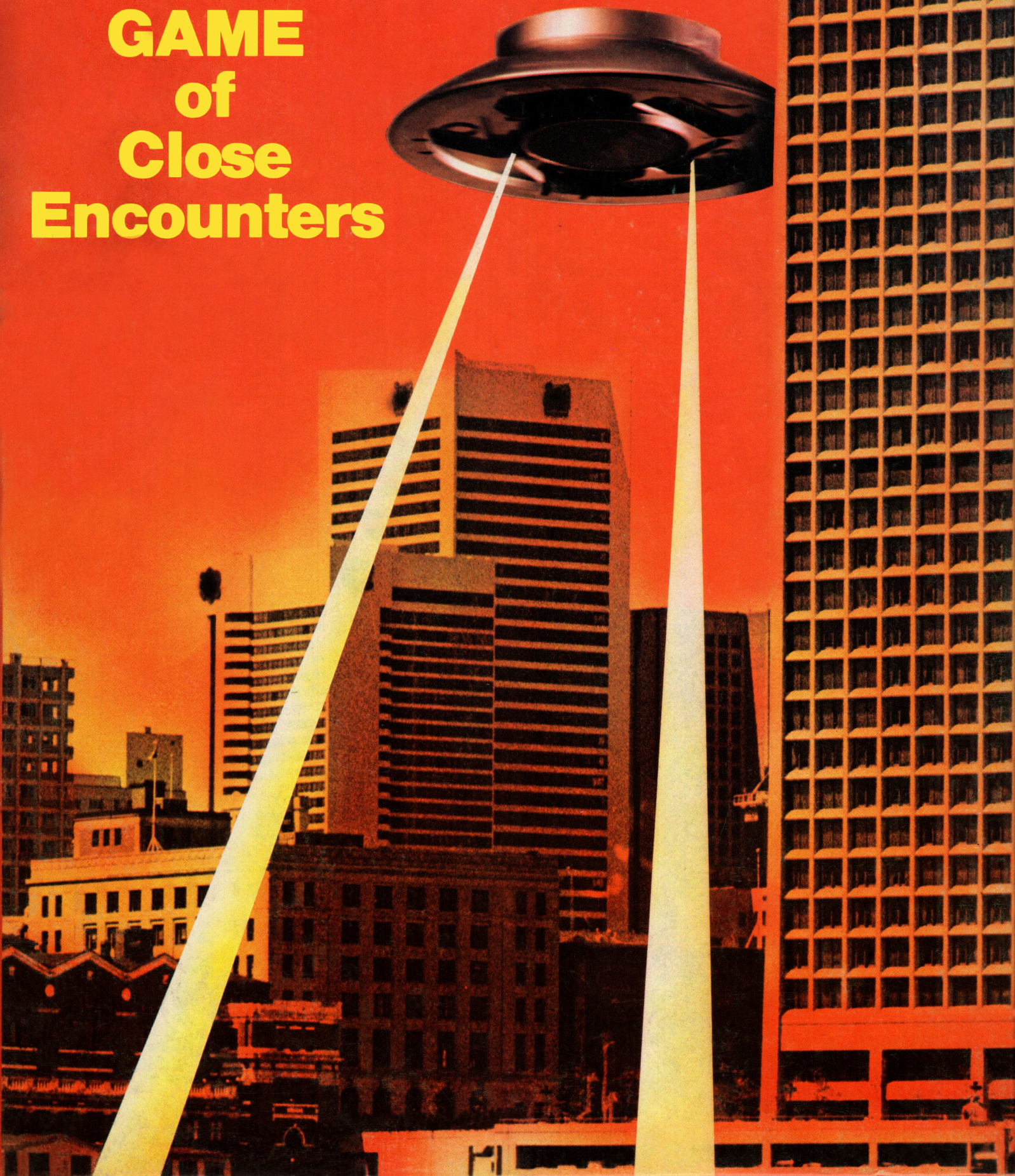


# UFO™

## GAME of Close Encounters





# UFO

## THE BASIC GAME

### 1.0 INTRODUCTION

*UFO* is an easy game of strategy for two players 10 years and older. A unique blend of skill and luck make the game enjoyable for young and old. Although couched in abstract methods, *UFO* is still what is commonly referred to as a simulation game in that it tries to create in the imaginations of the players the image of an actual event which may someday take place. Indeed, perhaps even now some alien life form may be sizing up the planet Earth for "colonization".

*UFO* is actually two games in one. The Basic Game is designed to start you playing after just five minutes of studying the rules. The Advanced Game version adds more flavor, sophistication, complexity and length to the game for those desiring a more challenging contest. Players are urged to play the Basic Game several times before reading the Advanced Game Rules.

Although a simulation, *UFO* is admittedly simple and abstract with the emphasis on playability and ease of comprehension. Those interested in greater sophistication and complexity should try *STARSHIP TROOPERS*—a simulation game based on the book by master science fiction author Robert Heinlein—or any of the other Avalon Hill games of strategy. Far greater realism and challenges exist in the broad spectrum of Avalon Hill games.

### 2.0 THE MAPBOARD—

2.1 The mapboard shows the planet Earth in the center of seven circular *orbital paths*. Each orbital path or orbit contains twelve *spaces*.

2.2 In each orbit there are four spaces that contain the identification number of that orbit. These numbers identify the orbit and also indicate the *orbit change spaces*, where counters can change orbits.

### 3.0 HOW TO WIN—

3.1 The Alien player wins by successfully invading the Earth. He wins immediately whenever he has *five* of his flying saucer *tokens* (hereafter referred to as *counters*) simultaneously on planet Earth.

3.2 The Earth player wins by preventing the Alien conditions of victory.

3.3 The game ends when the Alien player achieves his victory conditions or the Earth player eliminates four Alien flying saucers, thereby preventing an Alien victory.

### 4.0 SET-UP—

4.1 Players punch out the following die-cut counters: one moon counter, eight orange flying saucer counters, and eight yellow space rocket counters. The remaining pieces are put aside for use in the optional Advanced Game version.

4.2 Players choose sides. The Earth player takes his eight yellow *space rocket* counters and places them face up on Earth.

4.3 The Alien player takes his eight orange *flying saucer* counters and places one of them

face up in each space of orbit seven which is not an orbit change space (does not contain a number).

4.4 The moon counter is then placed by the Earth player on any numbered space (orbit change space) of orbit four.

4.5 All counters remain face up throughout the game. The reverse side is used only during play of the Advanced Game.

### 5.0 MOVEMENT—

5.1 The game is played in alternate turns with the Earth player moving first.

5.2 In his turn, the player rolls two dice. He must move two of his counters the *exact* number of spaces indicated by the dice numbers rolled (*Exception*: doubles; see 5.7 and 5.8). For example, with a dice roll of "6, 3" the player must move one of his counters six spaces and another of his counters three spaces.

5.3 A counter may never be moved twice in one turn. Two counters must be moved *if possible*, but if only one counter can be moved, a player may choose which one of the two die numbers to use. *NOTE*: This rule does not force the Alien player to move a flying saucer which has landed on Earth. If no counter can be legally moved, the player forfeits his turn.

5.4 A counter may never move through an opposing counter (*Exception*: *Advanced Game 13.8*). A counter could move through friendly counters of the same side without restriction.

5.5 Only one ship or rocket counter may occupy one orbit space. (*Exception*: *Interception 9.2*).

5.6 There are two different types of move a counter can make: *orbiting* and *orbit changing*. Each type of move uses up one of a player's two moves. One counter may *not* use both types of movement in the same turn. A player may move his two counters in any order he wishes, using either of the two types of movement for each counter.

5.61 *ORBITING*: An *orbiting* move is a move around the board in a *clockwise* direction the *exact* number of spaces indicated on one die along the same orbit which the counter occupied at the start of the turn. Pieces may *never* move *counter-clockwise*.

5.62 *ORBIT CHANGING*: An *orbit changing* move is a move from a higher to a lower orbit or vice-versa. Counters may only change orbit when they are located on a numbered space or planet Earth (*see Earth Launching, 6.1*). They may then move along that row of numbered spaces, the exact number of spaces (orbits) indicated by one die. A counter may not go "up" and "down" in the same turn—it must go either one direction or the other and cannot double back that same turn.

5.7 The Earth player, due to supposedly inferior space technology, forfeits his turn

whenever he rolls *doubles* (two dice each showing the same number).

5.8 *HYPERJUMPS*: The Alien player, due to supposedly superior space technology, has the capability of making a special move called a *hyperjump* whenever he rolls doubles. One *hyperjump* move *must* be made instead of the normal *two* moves.

5.81 A *hyperjump* move consists of moving *one* Alien counter from any orbit space to any other *vacant* orbit space.

5.82 A *hyperjump* cannot be used to attack an enemy counter or to land on, or leave from, the Earth or the Moon.

### 6.0 EARTH LAUNCHING—

6.1 Counters may be moved from the Earth into orbit along any of the four *orbit change* space rows; the exact number of spaces (orbits) indicated on one die.

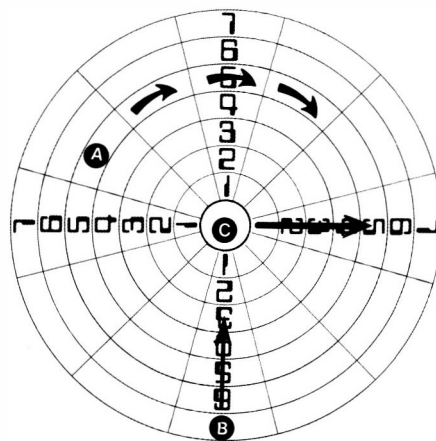
6.2 Alien counters may be launched from the Earth in the same manner after landing there, but must land again to count as *invaders* for purposes of satisfying the victory conditions.

### 7.0 EARTH LANDING—

7.1 Counters of both players may land on the Earth with an *orbit changing* move which ends on the Earth. That is, a counter in orbit three, located on an *orbit change* space, could land on the Earth with a roll of "3" on one die by moving along the orbit change row down to the planet. The landing counter must move the *exact* number of spaces indicated by one die in order to land.

7.3 Counters of both sides may occupy the Earth simultaneously with no harm to either.

7.4 Counters of both sides may land on the Earth and be relaunched on a subsequent turn if desired.



### 8.0 EXAMPLES OF MOVEMENT—

**A** Orbiting move of three (3) spaces. Requires a "three" on one of the dice.

**B** Orbit Change move of four (4) spaces from orbit seven to orbit three. Requires a "four" on one of the dice.

**C** Earth Launch to orbit five. The reverse move would be an Earth Landing from orbit five. Requires a "five" on one of the dice.

**REMEMBER:** No move (except for hyperjumps) can be made if the path of the move is blocked by one or more enemy counters.

#### 9.0 INTERCEPTION—

9.1 Opposing counters may attack and eliminate each other with an *orbiting move*.

9.2 To destroy an enemy counter, a player must move one of his counters to the space occupied by the enemy counter with an orbiting move.

9.3 Counters can *never* be intercepted by an *orbit changing move*.

9.4 Counters on the Earth and the Moon may not be intercepted.

#### 10.0 THE MOON—

10.1 The moon moves in orbit four in a clockwise direction.

10.2 The moon is only moved when the Earth player rolls doubles on the dice. When this occurs, the moon is always moved three spaces clockwise around orbit four to the next orbit change space.

10.3 *All* counters in orbit four which are in the path of the moon when it moves (that the moon moves onto or through) are affected by its gravitational pull *and are destroyed*.

10.4 Counters may never move through a space occupied by the moon.

10.5 Either player may land *one* counter on the moon if it is *vacant*. A counter which ends its turn on a moon's space but cannot land (because another counter is already there) is eliminated.

10.6 Only an *orbiting move* can be used to land on, or leave from, the moon.

10.7 A counter on the moon moves with the moon as the moon moves.

## THE ADVANCED GAME

#### 11.0 INTRODUCTION—

The victory conditions for both players are unchanged from the Basic Game. All the rules of play of the Basic Game apply except as amended below.

#### 12.0 ADVANCED SET-UP

12.1 Players assemble all of the provided die-cut counters: one moon counter, eight orange flying saucer counters, twelve orange UFO counters, eight yellow space rocket counters and six yellow space station counters.

12.2 Players choose sides. The Earth player takes his eight yellow space rocket counters and six yellow space station counters and places them *face up* on Earth.

12.3 The Alien player takes his eight orange flying saucer counters and twelve orange UFO counters and places them *face down* off the mapboard. He may then secretly select any eight of his twenty counters and place each of them *face down* in each space of orbit seven which is not an orbit change space. The remaining twelve orange counters are kept off the board *face down* to be used later.

#### 13.0 SPACE STATIONS—

13.1 The Earth player has six space station counters which he may choose to launch from Earth during his move in the same manner he would launch a space rocket.

13.11 Space stations may be moved from the Earth into orbit along any of the four *orbit change* space rows, the exact number of spaces (orbits) indicated on one die. Launching a space station utilizes a die throw result in the same manner moving a space rocket does.

13.12 Once launched, a space station may *never* change orbits or return to Earth. It is limited to moving around the Earth in the same orbit of its initial launch.

13.2 The Earth player has no control over the movement of a space station after its turn of launch.

13.3 All space stations currently in orbit move automatically and simultaneously whenever the Earth player rolls doubles. Unlike the moon, however, space stations move clockwise around their orbit a number of spaces equivalent to the orbit they are in. Example: A satellite in orbit 1 would move one space each time the moon moves; while a space station in orbit 6 would move six spaces each time the moon moves.

13.4 Space stations may move *through* earth space rockets freely; if a space station

*ends* its turn *in* the same space with an earth space rocket, however, the space station is eliminated.

13.5 A space station cannot end its turn on a space with another counter of any kind without one of the counters being eliminated.

13.6 A space station cannot land on or pass through the moon. If it does, it is eliminated.

13.7 A space station which *ends* its orbital move by moving onto an Alien counter, eliminates that Alien counter whether it is a UFO or flying saucer.

13.8 Space stations *may* move *through* Alien counters while *orbiting*. They may not be *launched through* an Alien counter. As the space station moves into a space containing an Alien counter, the Alien counter is turned *face up*. If the Alien counter revealed is a UFO, the UFO is eliminated and the space station may continue to move the remaining spaces of its move. Alien counters may not move through a space station except with a hyperjump.

13.9 An Alien flying saucer which eliminates a space station as outlined in 13.8 must remain *face up* on the mapboard until it leaves that orbit, whereupon it is turned *face down* again. After leaving the encounter orbit, it may re-enter the same orbit and maintain its *face down* status. An Alien flying saucer which eliminates a space rocket remains *face up* only until the Alien's next turn.

#### 14.0 UFOs—

14.1 The Alien player has twelve UFO counters which he secretly mixes amongst his flying saucer counters and keeps *face down* at all times (*Exception: 13.8*) to preserve the secret of their true identity. Any orange counter which is not a flying saucer is a UFO.

14.2 UFOs move in exactly the same fashion as Alien flying saucers except that they do not count towards victory conditions and may never eliminate an opposing counter.

14.3 UFOs are automatically eliminated as soon as they enter a space containing an Earth space rocket or space station.

14.4 UFOs are eliminated if an Earth space rocket *ends its movement on the same space*.

14.5 UFOs are eliminated if a space station moves *through* or *onto* the UFO space *with an orbital move*.

14.6 As the *unnumbered* spaces of orbit seven are vacated, additional Alien counters may be brought onto the board in these unnumbered spaces from amongst the twelve

unused Alien counters kept off the board at the start of play.

14.7 An Alien counter may be brought onto the board providing there is a vacant *unnumbered* space in orbit seven for it to be placed in. Placement of an Alien counter onto the board in this manner requires the use of one of the Alien's two die rolls. The Alien player may choose which of the two die rolls to use for entry onto the board, or he may use both rolls to bring on two new counters, provided he has sufficient vacant unnumbered spaces in orbit seven. Any dice roll number suffices to bring a new counter into play.

14.8 A hyperjump can be used to bring *one* new counter onto the board, providing a vacant unnumbered space in orbit seven is available for its placement. A hyperjump cannot be used to bring a counter onto the board in other than an unnumbered space in orbit seven.

14.9 Once on the board, counters may never leave unless eliminated.

#### 15.0 DISCOVERY—

15.1 Anytime the Earth player rolls doubles, he may turn *face up* any one Alien counter which has landed on the Earth or the Moon. If it is a UFO, it is eliminated. If it is a flying saucer, it remains in place and may be reinverted by the Alien player in his turn.

15.2 The Alien player may shuffle his inverted counters landed on the Earth so that the Earth player loses track of any counters he may have turned *face up* by this method previously.

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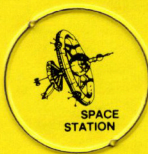
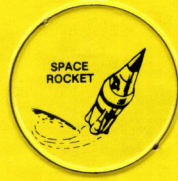
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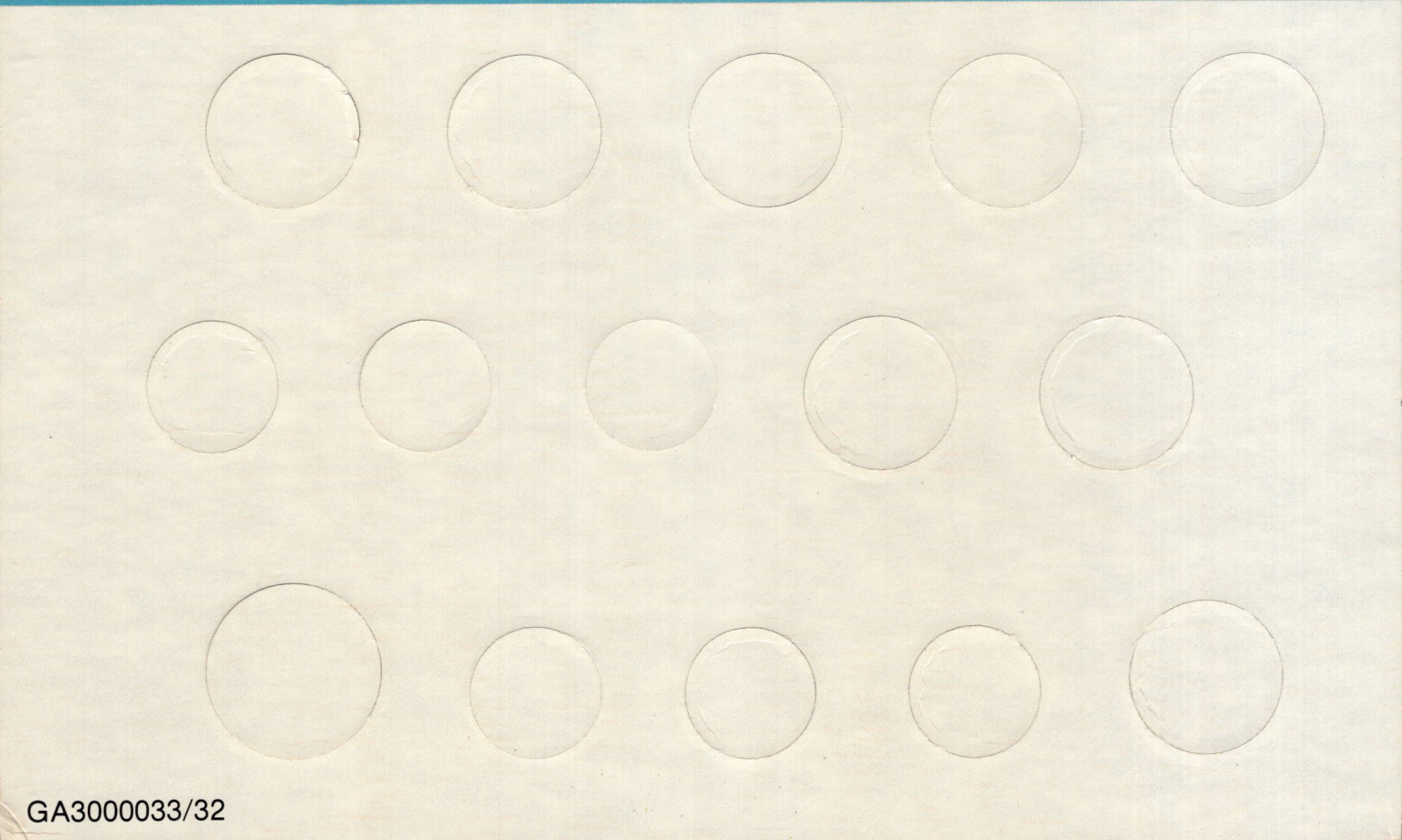
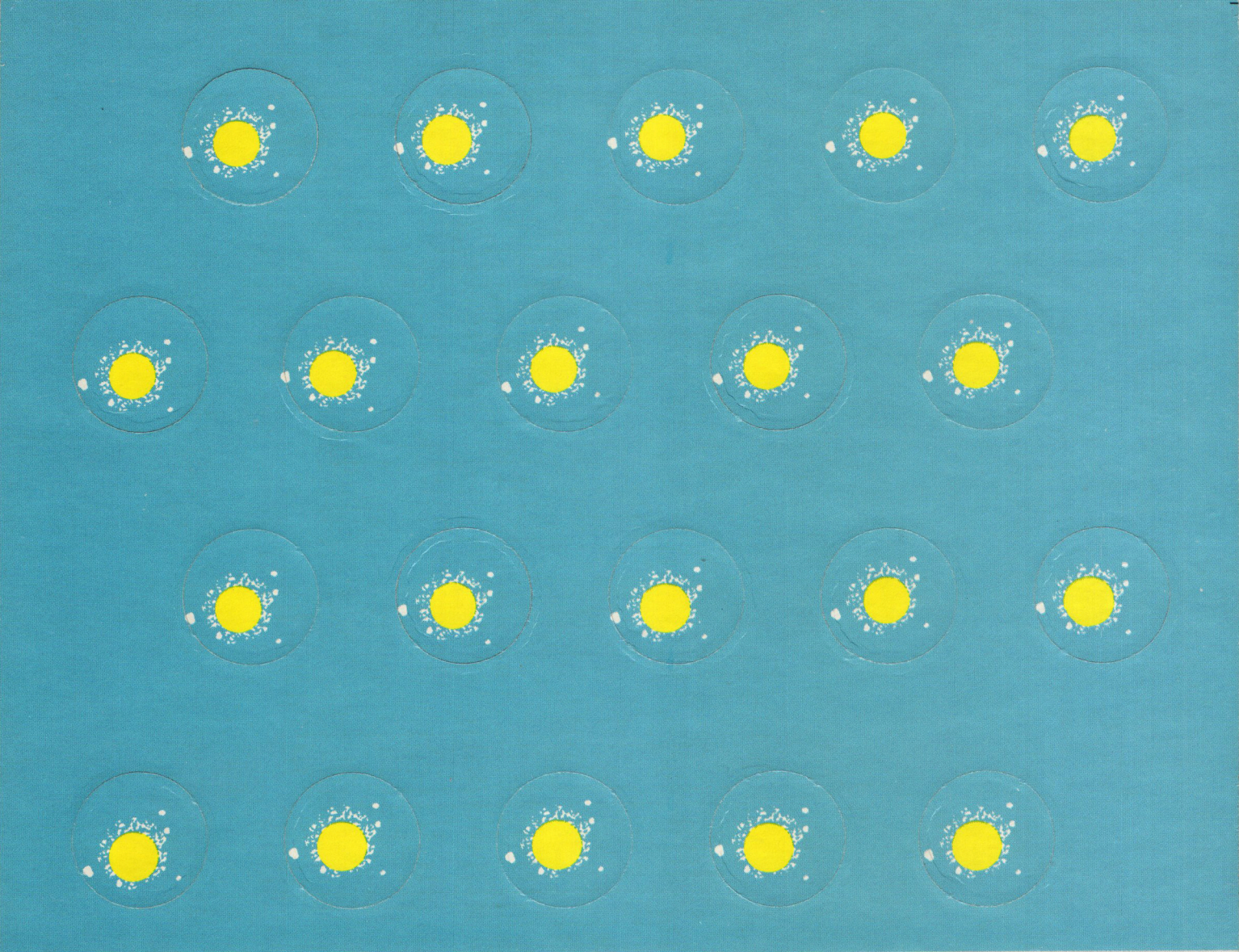
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<b>ARAB-ISRAELI WARS</b> (8) ..... 15.00	Red Troop Counters ..... 1.50	IBM Deal Cards Vol. 1 ..... 7.00
Mapboard: A. B. C. D. .... EA. 2.00	Blue Troop Counters ..... 1.50	Deck of Playing Cards ..... 6.00
Manual with Rules ..... 2.00	Manual with Rules ..... 2.00	Card Selector ..... 4.00
Counters: Arab. Israeli ..... EA. 2.00	Attrition Table Card ..... 1.00	No Box Available
CRT Charts Folder ..... 1.00	O/A 2-Card Set ..... 2.00	<b>CHALLENGE BRIDGE II</b> ..... 10.00
<b>*ARMOR SUPREMACY</b>	Time Record Card ..... 1.00	(complete kit for additional
(Revised Edition Available Early 1981)		100 Hands)

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Gameboard	3.00	Rules Folder	2.00
Rules	1.00	Log Pad	2.00
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Set of 6 Play/Cover Cards	3.00	Japanese Operations Chart	1.00
Yard Marker & Ruler	1.50	Allied Operations Chart	1.00
Set of 3 Shift Cards	1.00	Counter #1 Allied	1.50
Special Crayon	1.00	Counter #2 Japanese	1.50
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<b>CHALLENGE GOLF</b>	13.00	<b>FOOTBALL STRATEGY</b>	13.00
Boards/specify A,B. or C	<b>EA. 3.00</b>	Board	3.00
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"T" Distance Finder	2.50	Pad	2.00
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		Widow's Handbook	2.00
<b>CHANCELLORSVILLE ④</b>	12.00	<b>FOREIGN EXCHANGE</b>	15.00
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		Hedging Worksheet Pad	1.50
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British Infantry	1.50	Terrain Markers (12)	1.00
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Basic Rules Sheet	1.00	<b>KINGMAKER ⑦</b>	13.00
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8 Wooden Pieces (specify color & shape)	1.00	Manual with Rules	2.00
Set of 7 Conference Maps	2.00	Counters	1.50
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		Event Cards Deck	2.00
<b>DUNE ③</b>	15.00	Variant Event Cards	<b>(C) 4.00</b>
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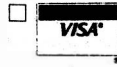
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☐ SPECIAL SERVICE \$1.00

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## A.R.E.A. RATING SERVICE

Avalon Hill offers a *lifetime* service whereby players are rated in relationship to other game players. Return coupon NOW, along with the \$5.00 lifetime service fee for complete details on the Avalon Hill Reliability Experience & Ability Rating.

☐ I don't object to having my name and address printed in The General with the rating lists. I rate myself:

- ☐ A—an excellent player
- ☐ B—a good player
- ☐ C—an average player
- ☐ D—a novice in my first year of gaming
- ☐ E—a beginner

I realize that my rating may change according to how well I fare against others. For now, please send me complete details and membership card—here's my \$5.00

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Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_



# Game/Parts Price List

**WHAT THIS IS:** here is the complete listing of all current games and their parts listed in alphabetical order. Parts overprinting a shaded background do not come with the game, but are variants and/or accessories to the game.

**HOW TO ORDER:** just circle the price of the item you wish, like this; Rules . . . . . (1.00). If you order a game, circle the price of the game only; ignore costs of the parts directly below the game listing. Or, you may wish to write out your order on the postage-paid order envelope if you have one handy. In each case, please add up your order for a total cost figure. No merchandise can be shipped on a C.O.D. basis, so you must pay in one of the following ways:

**a) CREDIT CARD:** give us your credit card number, expiration date, and name under which credit card is listed, for either American Express, Master Charge, or VISA. No other credit cards accepted. This Price List and the Order Envelope provides spaces for you to write in this information.

**b) TOLL FREE PHONE:** we'll accept charges against the above three credit cards on a phone-in order. The call is **FREE**. Call **800-638-9292**, operator #1. Use this TOLL FREE number for credit card purchases only; no other information can be supplied.

**c) CHECK OR MONEY ORDER:** please send us a check or money order for the total amount plus 10% postage for USA residents. For example, if your total order comes to \$6.25 your postage will be \$.63, so your payment would be \$6.88 total. See Postage Charges printed elsewhere on this form for foreign postage costs. Do not send cash money; we are not responsible for loss of cash in transit.

**FILL OUT SHIPPING LABEL:** be sure to include your name and shipping address on both the shipping label and file form if sending in this Price List as your order. Similarly, fill out all required labels if using the Avalon Hill postage-paid order envelope.

**HOW WE SHIP:** We normally ship within 4 to 7 days of receipt of your order. United Parcel Service (UPS) will be used whenever possible, so be sure someone is home to sign for your package, otherwise request shipment by Parcel Post. Third Class Mail will be used on packages less than one pound. APO, FPO, and P.O. Box addresses will be sent via Parcel Post. If you should have a preference for one method of shipment, please state this on your order. Be sure to add proper postage costs shown on the Postage Chart to your payment (such charges are added automatically to credit card purchases).

**IN A RUSH?** We can cut the red tape and handle your credit card purchase, on a **SPECIAL** basis, with minimal delay. This service will cost \$1.00 extra which will be added to your charge slip. Simply ask for our "SPECIAL SERVICE". For even faster service, we can ship by Air Mail. Air Mail Charges will be added to your charge slip. Ask for "SPECIAL AIR MAIL SERVICE."

**DISCONTINUED ITEMS:** aren't necessarily out of stock. If you don't see it listed, it's been dropped from the line but chances are there is a limited supply still on hand. A Discontinued Game Price List is available upon request for 50¢. Also ask about the "Collectors' Games", which are games Avalon Hill published but discontinued many years ago yet are still popular today. Call 301-254-5300 for this information.

**CATALOGS ON LATEST NEW GAME INFORMATION:** Specify wargames, sports games, or leisure time games. **EA. \$1.00**

## CHANGING YOUR ADDRESS?

If you are moving in the period for which you expect delivery of this merchandise, please specify an alternate mailing address as we often have to make several delayed shipments when items are temporarily out of stock.

**WE WILL PHOTOSTAT OUT OF PRINT PARTS AND MAGAZINE ARTICLES:** Specify item(s) on separate sheet or order envelope, include \$1.00 per page—\$5.00 minimum per photostatic order. Postage rates apply. "The Avalon Hill General and Company Index" will assist you in finding out what has been available in the past.

**POSTAGE COUPONS:** Subscribers to The General and All-Star Replay receive **FREE** in most issues a postage coupon good for \$1.00 toward the postage required with every mail order.

**THE ELITE CLUB:** The Elite Club Membership is available to you when you make a one time purchase of six (6) different AH games by mail order. When you receive your games you will also get a discount tab full of coupons. These discount coupons are worth \$1.00 off the purchase price of future games you buy from Avalon Hill, *for the rest of your life*. The Elite Club is an investment for a fun future of gaming.

**SKILL RATING:** Ever wondered how good a player you really are? Send \$5.00 for membership in our lifetime service whereby we keep constantly updating players' abilities in competition against other A.R.E.A. members.



# microcomputer games®

from The Avalon Hill Game Company

The Future NOW! Officially announced in Volume 17 #2 of THE GENERAL, Avalon Hill's new Microcomputer Games Division sets new heights in Adventure Gaming. Dependent upon your computer's memory limitations, all software packages are compatible with the following microcomputer systems:

TRS-80* Level II	Registered Trademarks for:
APPLE II* Applesoft	Tandy Corp.
PET* 2001	Apple Computers, Inc.
ATARI* 800 (CONFLICT 2500 only)	Commodore Business Machines
	Warner Communications

Memory requirements vary of course, and are noted next to each game title.

The new CONFLICT 2500 space game is our only software package compatible with the ATARI 800 microcomputer at this time. All of our games will be compatible with this computer by Summer, 1981, unless noted to the contrary.

Each Microcomputer Game is programmed on cassette tape cartridge and comes complete with game box, cassette, and rules manual. Tapes are not sold separately, however game boxes and rules manuals (strictly of no value without the cassette) are available.

We are very pleased to announce all Microcomputer Games will become available in mini floppy disk format by Summer, 1981.

The software packages below are programmed and compatible as follows:

TRS-80* Level II, 16K Memory
Apple II*, Applesoft* BASIC, 16K Memory beyond BASIC
PET*, 16K Memory

The symbol (AH) signifies this format unless noted to the contrary, (AH\*) designates 32K required for TRS-80 Model III.

## \*COMPUTER ACQUIRE . . . . . \$20.00

Based on the best seller Avalon Hill boardgame, Computer Acquire is a solitaire or multi-player game of high adventure in the world of finance! Can you, as a hotel entrepreneur outwit your opponents by buying the right stocks and merging chains timely enough to win? Even if you go it alone, beware, the computer plays a very smart game! **AH**

## B-1 NUCLEAR BOMBER . . . . . \$15.00

Pilot your B-1 on an airstrike mission over Russia in this nail-biting solitaire game. Getting there is not the hard part, but destroying your intended target, out-maneuvering in-coming MIG fighters and surface to air missiles, and returning to Thule AFB, Greenland is! **AH**

## \*CONFLICT 2500 . . . . . \$15.00

Conflict 2500 is a flexible, strategic, and graphical simulation of space conflict in the 26th Century. A fleet of planet pulverizers has invaded the sectors of the galaxy under your command and only you, in complete control of annihilation mines and hyperfighters can rid the universe of the threat of utter destruction. **AH\***, also programmed to run on the CBM 8032 (16K) and Atari 800—32K required.

## \*LORDS OF KARMA . . . . . \$20.00

Why, it's better than food! Lords of Karma is unmatched for pure fantasy and fun. Explore the verdant forests, twisting trails, rugged mountains, and labyrinthine caverns of the universe of Karma, gradually learning its secrets and completing your tasks. But watch out, there are lurking monsters waiting for lunch—YOU!!

TRS-80*, Level II 48K Memory
Apple II, 32K, PET 32K

## MIDWAY CAMPAIGN . . . . . \$15.00

Command the badly outnumbered and outranged U.S. Navy as your computer controls a huge force of Japanese ships and planes in this WWII Pacific naval battle simulation. **AH\***

## NORTH ATLANTIC CONVOY RAIDER . . . . . \$15.00

A solitaire computer simulation of the Bismarck convoy raid of 1941. You as commander of the German super battleship must cripple the British home fleet and rampage through the convoy lanes. **AH**

## NUKEWAR . . . . . \$15.00

High stakes are involved as your country and an unfriendly neighbor (your cold and calculating computer) escalate military installation and hardware production during Cold War. Tension mounts until either you or your computer launch a preemptive strike signaling HOT WAR! **AH**

## PLANET MINERS . . . . . \$15.00

One to four players can compete with each other and/or the computer to stake valuable mining claims throughout the solar system in the 21st century. A full course menu of commands such as claim jumping, claim protesting, sabotage and more make the Planet Miners a very challenging game. **AH**

**Coming Soon!** Major League Baseball, Empire of the Over-Mind, Computer Football Strategy, Stocks & Bonds, Tanktiks, Dnieper River Line, Shootout at the OK Galaxy and Guns of Fort Defiance.

# STRATEGY BOARD GAMES

Numbered circles represent wargame complexity rating on a scale of 1 to 10.

<b>ACQUIRE</b> . . . . . 16.00	<b>*ARMOR SUPREMACY</b> . . . . . 6.00	Counters . . . . . 3.00
Gameboard . . . . . 6.00	(Revised Edition Available Late 1981)	List Cards Deck . . . . . 4.00
Set of Tiles . . . . . 5.00		
Pack of Money . . . . . 3.00	<b>ASSAULT ON</b>	<b>BOWL BOUND</b> . . . . . 14.00
Stock Cert., Set of 7 packs . . . . . 4.00	<b>CRETE/MALTA</b> (5) . . . . . 14.00	Gameboard . . . . . 3.00
Info. Cards Set . . . . . 1.00	Mapboard: Maleme . . . . . 3.00	Rules . . . . . 1.00
Rules . . . . . 1.00	Georgeopolis . . . . . 3.00	Team Charts Set . . . . . 11.00
	Panormon . . . . . 3.00	<b>Team Charts Set II</b> . . . . . 11.00*
<b>AFRIKA KORPS</b> (2) . . . . . 14.00	Malta . . . . . 3.00	10 Yd. Marker/Ftbl Set . . . . . 1.00
Mapboard . . . . . 8.00	Rules . . . . . 2.00	Number Dice Set . . . . . 1.00
Counters . . . . . 3.00	Counters: Allied & Axis . . . . . EA. 3.00	Score Pad . . . . . 2.50
Rules . . . . . 4.00	Player Aid Charts . . . . . 1.50	
TRC . . . . . 1.00		<b>BULGE</b> (2) . . . . . 15.00
Situation Card . . . . . 1.00	<b>BALI</b> . . . . . 6.00	Mapboard . . . . . 8.00
CRT . . . . . 1.00	Rules . . . . . 1.00	Counters . . . . . 3.00
	Dealer Card Shoe . . . . . 3.00	Rules . . . . . 2.00
<b>*AIR FORCE</b> (5) . . . . . 16.00	Card Deck (2) . . . . . EA. 3.00	O/A Card Set . . . . . 2.00
Mapboard . . . . . 8.00	(Specify Brown or Blue Backs)	TRC . . . . . 1.00
Rules . . . . . 2.00		Battle Results Card . . . . . 1.00
Airplane Data Card Set . . . . . 6.00	<b>BASEBALL STRATEGY</b> . . . . . 14.00	
Counters . . . . . 3.00	Gameboard . . . . . 8.00	<b>*BUREAUCRACY</b> . . . . . 20.00
Log Pad . . . . . 2.50	Rules . . . . . 2.00	Gameboard . . . . . 8.00
	Red/Blue Roster Cards . . . . . 2.00	Counters (2) . . . . . EA. 3.00
<b>AIR FORCE/DAUNTLESS</b>	7 Red Pitch Cards . . . . . 1.00	Rules . . . . . 2.00
<b>EXPANSION KIT</b> . . . . . 9.00	Score Pad . . . . . 2.50	Code of Regulations . . . . . 3.00
Rules . . . . . 2.00	Set of 6 Pawns . . . . . 1.00	Set of Buckslip Cards (8) . . . . . 1.00
Airplane Data Card Set . . . . . 6.00	<b>Xtra Roster Cards (Blanks)</b> . . . . . 4.00*	Situation Cards Set . . . . . 2.00
Log Pad . . . . . 2.50		Power File Envelope . . . . . 1.00
Counters . . . . . 3.00	<b>BASKETBALL STR.</b> . . . . . 14.00	Package of Money . . . . . 3.00
	Gameboard . . . . . 8.00	
<b>ALEXANDER</b> (5) . . . . . 14.00	Rules . . . . . 2.00	<b>BUSINESS STRATEGY</b> . . . . . 14.00
Mapboard . . . . . 8.00	Player Counters . . . . . 3.00	Gameboard . . . . . 8.00
Rules . . . . . 2.00	Set of 2 Pawns, 2 Dies &	Rules . . . . . 2.00
CRT . . . . . 1.00	2 Score Chips . . . . . 1.00	Score Pad . . . . . 2.50
Counters . . . . . 3.00	Score Pad . . . . . 2.50	Set of Climate Cards . . . . . 1.50
	Set of 9 Defense Cards . . . . . 1.00	Package of Money . . . . . 3.00
<b>ALPHA OMEGA</b> (4) . . . . . 14.00		Set of 16 Pawns . . . . . 1.50
Mapboard . . . . . 8.00	<b>BISMARCK</b> (4) . . . . . 16.00	
Rules . . . . . 2.00	Search Board . . . . . EA. 3.00	<b>CAESAR ALESIA</b> (4) . . . . . 14.00
Ship Counters . . . . . 3.00	Battle Board . . . . . 5.00	Mapboard . . . . . 8.00
Identification Counters . . . . . 3.00	Rules . . . . . 2.00	Rules . . . . . 2.00
Log Pad . . . . . 2.50	Counters . . . . . 3.00	Roman Troop Counters . . . . . 3.00
Game Tables Card . . . . . 1.00	Range Finder/Movement Guide . . . . . 1.00	Gallic Troop Counters . . . . . 3.00
	Playing Aids Card Set . . . . . 2.00	CRT . . . . . 1.00
<b>*AMOEBA WARS</b> (1) . . . . . 16.00	Log Pad . . . . . 2.50	Offboard Movement Chart . . . . . 1.00
Mapboard . . . . . 8.00	<b>Variant Mapsheet</b> . . . . . (F) 2.00	
Counters (2) . . . . . EA. 3.00		<b>CAESAR'S LEGIONS</b> (5) . . . . . 13.00
Rules . . . . . 3.00	<b>BLACK MAGIC KIT</b> . . . . . 10.00	Mapboard . . . . . 8.00
Player Aid Card Set . . . . . 2.50	Instructions available only . . . . . 3.00	Rules . . . . . 2.00
Situation Cards . . . . . 2.50		Con. Movement & Ambush Card . . . . . 1.00
<b>ANZIO '74</b> (4) . . . . . 13.00	<b>BLITZKRIEG</b> (6) . . . . . 16.00	Roman Troop Counters . . . . . 3.00
Mapboard . . . . . 8.00	Mapboard . . . . . 8.00	German Troop Counters . . . . . 3.00
Rules . . . . . 2.00	Red Troop Counters . . . . . 3.00	Set of Tactical Maneuver Cards . . . . . 1.00
Counters: Gr. Allied . . . . . EA. 3.00	Blue Troop Counters . . . . . 3.00	
Playing Aids Card Set (6) . . . . . 1.50	Rules . . . . . 2.00	<b>CHALLENGE BRIDGE</b> . . . . . 21.00
New Box . . . . . 3.00	Attrition Table Card . . . . . 1.00	Rules Volume 1 . . . . . 7.50
	O/A Card Set . . . . . 2.00	Deal Indicator Card . . . . . 1.50
<b>ARAB-ISRAELI WARS</b> (8) . . . . . 16.00	Time Record Card . . . . . 1.00	IBM Deal Cards Vol. 1 . . . . . 7.00
Mapboard: A, B, C, D . . . . . EA. 3.00		Deck of Playing Cards . . . . . 6.00
Rules . . . . . 2.00	<b>BOOK OF LISTS</b> . . . . . 11.00	Card Selector . . . . . 4.00
Counters: Arab, Israeli . . . . . EA. 3.00	Gameboard . . . . . 8.00	No Box Available
CRT Charts Folder . . . . . 1.00	Rules . . . . . 1.00	

Prices subject to change without notice

**\*NEW FOR 1981**




<b>CHALLENGE BRIDGE II</b> (complete kit for additional 100 Hands)	11.00	Set of Playing Pieces— specify color	EA.	3.00
<b>CHALLENGE FOOTBALL</b>	14.00	Ok. Blue, Med. Blue, Lt. Blue, Ok. Brwn, Med. Brwn, Lt. Brwn		
Gameboard	8.00	<b>FLAT TOP ⑩</b>		16.00
Rules	1.00	Mapboard		8.00
Set of 3 Vinyl Pockets	3.00	Rules		2.00
Set of 6 Play/Cover Cards	3.00	Log Pad		2.50
Yard Marker & Ruler	1.50	Game Tables Card		1.00
Set of 3 Shift Cards	1.00	Japanese Operations Chart		1.00
Special Crayon	1.00	Allied Operations Chart		1.00
Calculator	3.00	Allied Counters		3.00
No Box Available		Japanese Counters		3.00
<b>CHALLENGE GOLF</b>	14.00	<b>FOOTBALL STRATEGY</b>		14.00
Gameboards/specify A, B, or C	EA.	Gameboard		3.00
Rules	1.00	Rules		1.00
Play Chart	2.00	Defense Cards Set		1.50
Score Card	2.00	Ball Control// Aerial Game Chart		2.00
**T** Distance Finder	2.50	Pro Style Offense Play Chart		2.00
Special Crayon	1.00	Score Pad		2.50
<b>CHANCELLORSVILLE ④</b>	13.00	10 Yard Marker/Football Set		1.00
Mapboard	8.00	Widow's Handbook		2.00
Rules	2.00	<b>FOREIGN EXCHANGE</b>		16.00
TRC/OB Card	1.00	Gameboard		8.00
CRT/TEC Card	1.00	Rules		2.00
Counters	3.00	Counters		3.00
<b>CHESS</b>	24.00	Risk/Currency Cards Set		2.00
Gameboard	10.00	City/Borrowing Cards Set		2.00
Rules	1.00	Hedging Worksheet Pad		2.50
Complete Set of Chessmen		Foreign Exchange Worksheet Pad		2.50
(specify both colors and type)	18.00	Net Worth Worksheet Pad		2.50
each piece	2.00	<b>FORTRESS EUROPA ⑦</b>		16.00
No Box Available		Mapboard		8.00
<b>CIRCUS MAXIMUS ③</b>	9.00	Allied Counters		3.00
Boards 1, 2, 3	EA.	German Counters		3.00
Unit Counters	3.00	Rules		2.00
Rules Manual	2.00	Playing Aid Card Set		4.00
Chariot Racing Pad	2.50	<b>FRANCE 40 ④</b>		13.00
<b>CLASS STRUGGLE</b>	16.00	Mapboard		8.00
Gameboard	8.00	Counters		3.00
Playing Pieces	3.00	Rules		2.00
Rules	2.00	O/B Cards Set		2.00
Alliance/Chance Cards Set	2.00	Dyle Plan Folder		1.00
Genetic Die	1.50	CRT Sheet		1.00
Special Die (2)	EA.	<b>FURY IN THE WEST ④</b>		11.00
<b>THE COLLECTOR</b>	13.00	Game Tables Card		1.00
Gameboard	8.00	Rules		2.00
Rules	1.00	Mapboard		8.00
Master Collector Pad	2.50	No Box Available		
Pack of Money	3.00	<b>GETTYSBURG ③</b>		16.00
Rare Item Cards Sets	2.00	Mapboard		8.00
Special Value Cards Set	1.00	Rules		2.00
Red & Blue Dice Set	1.00	Counters		3.00
Storage Tray	3.00	Formation Markers		2.00
<b>CONTIGO (Deluxe Edition)</b>	10.00	CRT/OB Cards Set		2.00
Rules	2.00	<b>*GLADIATOR ④</b>		9.00
Playing Pieces	4.00	Mapboard		4.00
Glass Nuggets	7.00	Counters		3.00
No Box Available		Rules		2.00
<b>CROSS OF IRON ⑨</b>	14.00	Log Pad		2.50
Gameboard #5	3.00	Plastic Stands		3.00
Counters:		<b>GO</b>		18.00
Infantry A	3.00	Gameboard		8.00
Infantry B	3.00	Rules		1.00
Artillery	3.00	2 Channels		1.00
German Vehicle	3.00	White Pieces		6.00
Russian Vehicle	3.00	Black Pieces		6.00
Rules	2.00	<b>GO FOR THE GREEN</b>		13.00
Scenario Cards/CRT Set	2.00	Ball Flight Indicator		2.00
Series 100, Pad of 10	4.00	Score Pad		2.50
<b>CRESCENDO OF DOOM ⑨</b>	16.00	Number Dice Set		1.00
Mapboard #6, #7	EA.	Pencil		1.00
Counters:		No Box Available		
French Infantry	3.00	<b>*GUNS D'AUGUST ⑤</b>		17.00
British Infantry	3.00	Mapboard		8.00
Neutrals Armor & Ordnance	3.00	Counters (2)	EA.	3.00
French Armor & Ordnance	3.00	Rules		3.00
British Armor & Ordnance	3.00	Playing Aid Cards Set (2)	EA.	2.00
British Armor	3.00	<b>HEXAGONY</b>		14.00
Rules	2.00	Gameboard		8.00
Scenario/Crt Card Set	2.00	Playing Pieces		3.00
*Series 200, Pad of 10	4.00	Rules		3.00
<b>DAUNTLESS ⑦</b>	16.00	Terrain Markers (12)		2.00
Mapboard	8.00	<b>IMAGE</b>		16.00
Rules	2.00	Gameboard		8.00
Log Pad	2.50	Rules		2.00
Range Table Card	1.00	Score Pad		2.50
Airplane Data Card (3)	3.00	Profile Cards (2 Decks)		6.00
Counters	3.00	<b>INTERN</b>		16.00
<b>D-DAY ②</b>	14.00	Gameboard		8.00
Mapboard	8.00	Rules		2.00
Counters	3.00	Page Cards Set		2.00
Rules	2.00	Diag./Patient/Treatment Cards		2.00
Time Record Card	1.00	Assortment of Time Scrip		3.00
CRT	1.00	Playing Pieces Set		1.00
<b>DIPLOMACY ③</b>	17.00	Storage Tray		3.00
Mapboard	8.00	<b>JUTLAND ⑥</b>		13.00
Rules	3.00	Rules		2.00
Basic Rules Sheet	1.00	Set of Task Force Cards: TRC/ Gunnery Tables (4)		2.00
Play-By-Mail Sheet	1.00	Counters: British, Ger.	EA.	3.00
Fleets & Armies (Complete Set)	4.00	Range Finder/Area Markers		1.00
(Plastic Color Co-ordinated)		Maneuver Gauge		1.00
Set of 7 Conference Maps	2.00	Hit Record Pad, Brit., Ger.	EA.	2.50
Gamers Guide	4.50	<b>KINGMAKER ⑦</b>		14.00
<b>DUNE ③</b>	16.00	Mapboard		8.00
Mapboard	8.00	Rules		2.00
Rules	2.00	Counters		3.00
Leader Counters	3.00	Crown Cards Deck		3.00
Spice & Combat Counters	3.00	Event Cards Deck		3.00
Character Shields (specify by character)	EA.	Variant Event Cards	(B)	4.00
Player Aid Pad	3.00	<b>THE LONGEST DAY ⑧</b>		65.00
Combat Wheel w/ pin	1.50	Mapboard: A—Cherbourg		3.00
Spice/Treachery Cards Set	3.00	B—Coutances		4.00
<b>EXECUTIVE DECISION</b>	14.00	C—Saint Lo		4.00
Price Level Gameboard	5.00	D—Caen		4.00
Rules	1.00	E—Cabourg		3.00
Tally Pad	3.00	F—Avranches		4.00
Pack of Money	3.00	G—Argentan		4.00
Raw Material Certificates (3 Packs)	2.00	Utility Half-sheet Counters		3.00
Special Crayon	1.00	Utility Sheet Round Counters		3.00
No Box Available		American Counters		3.00
<b>FACTS IN FIVE</b>	14.00	British Counters		3.00
Rules	1.00	German #1 Counters		3.00
Master Score Card Pad	2.50	German #2 Counters		3.00
Playcard Pad	4.00	Rules		10.00
Alphabet set of Pieces	2.00	Allied Landing Schedule/ Scenario #1 Card		2.00
Deck of Cards	4.00	Allied Entry Track/ Scenario #2 Card		2.00
Timer	2.00	German Entry Schedule/ Scenario #3 Card		2.00
<b>FEUDAL</b>	16.00	Cherbourg/Scenario #4 card		2.00
Divider Screen	2.00	Combat Results Tables Cards		3.00
Mapboard	8.00	Terrain Effects Chart Cards		3.00
Rules	1.00	Game Box (Empty)		6.00
Set of 4 Board Holders	1.00			

## \*NEW FOR 1981

<b>LUFTWAFFE ⑤</b>	16.00
Mapboard	8.00
Counters: Ger. & Amer.	EA. 3.00
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**"I can see it! I can see it!"**

***... the pilot's voice crackles over the radio.***

**"It's metal and flat, like a big plate!**

**It's moving incredibly fast ... it's starting to glow! It's ..... "**

***They found pieces of the plane scattered across thirty miles of countryside!***

## **We Are Not Alone!**

A mysterious pulsing light shoots across the heavens and people look up and wonder.  
What is it? A meteor? A weather balloon? Or **something else?**

### **Are Aliens Invading the Earth?**

**Now YOU can lead the search** for flying saucers in Avalon Hill's game **UFO!** There are mysterious lights approaching from space, trying to land on earth, and you must find out what they are! You choose when to launch satellites to guard the heavens. When Unidentified Flying Objects appear, you decide whether to send a spaceship to investigate.

Will you waste your time looking for weather balloons and meteors while the Alien flying saucers slip past? Will you be fooled by airplanes, or bright stars, or mirages? Or will you find the flying saucers, hidden in the craters of the moon or descending to land on earth?

**YOU can be an Alien**, trying to invade earth. You can hide your flying saucers among strange lights in the heavens, circling and slowly closing in on the earth. Frantic satellites and Earth spaceships rocket past, but you can hide and slip past them to land. And if an Earth ship gets too troublesome, you can destroy it!

In **UFO** an invading Alien fleet of flying saucers faces the satellites and spaceships of Earth. The Alien player seeks to invade the Earth, while the Earth player tries to find and stop the incoming Alien flying saucers. Saucers and spaceships maneuver from orbit to orbit, jockeying for position around the orbiting moon and preparing for final descent to Earth. Mystery is added in the Advanced game, when suddenly the heavens are filled with unidentified lights and glowings, and the Earth player must find the flying saucers hidden among them ... while unseen saucers wait to shoot down the Earth ships! **UFO** is a simple game that is also a subtle contest of bluffing and strategy. Easily learned, it is a good game for beginners ... but it rewards the skillful player with victory—either a safely defended earth, or a successful invasion by the flying saucers!

#### **GAME CONTAINS:**

- Playing Board
- Die-Cut Playing Pieces
- Two Dice
- Complete Instructions



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