

2. Gettysburg ('61 hex grid): Troop Counters.

For current Replacement Parts List send a self-addressed envelope containing one 5¢ stamp; 8¢ for airmail.

Play-by-Air

Avalon Hill gaming enthusiasts who are also amateur radio operators, "hams", can now add a new dimension to gaming.

For many years chess enthusiasts have met on the air-waves to play. Distance meant nothing and many is the story of a monotonous lonely far-north vigil being relieved by a pleasant conversation and game. Unlike playing by mail, the response is just as rapid as a person can talk and the only requirement, besides a radiolicense and equipment, is that each person have a playing board and men. The same process is applicable to Avalon Hill games.

Depending on the time of day and the radio frequencies chosen distance is no factor. Certain frequencies are best for "local" games involving individuals separated by only 4 or 5 hundred miles. On the other hand, trans-continental or international matches are just as possible. Although Morse code can be used, either a.m. or single sideband voice transmission would be most appropriate. The question of resolving combat results does need an answer. Neither the die or stock market approach is feasible. One method (using the Play-by-Mail Combat Results Tables) would be as follows:

1. The attacker names the order of battles and the odds for each.
2. Group the attacks into 3's, which may leave a last group of only 1 or 2.
3. Starting with the defender, each player alternately, digit for digit, states a 4 digit number reading from left to right.
4. Multiply these two numbers together (and don't forget to agree on the answer.)
5. Starting from the right, the 4th, 5th and 6th numbers are the equivalent of the stock market results for the 1st, 2nd or 3rd attack of the group of three or less.

This method will generate a series of random numbers which should be appropriate for resolving battles. Nor does this process rely solely on individual play. Teams, general staffs, or what have you can readily participate simply by getting together around a board, transmitter and receiver. And, if you shouldn't be a "ham", maybe you have an obliging friend who would be willing to invite you over. Maybe he'd even appreciate being introduced to Avalon Hill games! Comments to: C. Norman Peacor, KIIJU, 139 Cooley St., Springfield, Mass. 01128.

Fantastic, Stupendous, Colossal, Money-Saving Deal

"Big Deal," chides Red.

"Sure it's a big deal," adds Blue, "Avalon Hill has already increased the price of most of their games. In fact all \$4.98 priced games have gone up to \$5.98, and their Baseball and Football games are now \$3.98. So if you haven't as yet bought those original games you still can do so one last time at their original prices....right, Mr. Hill?"

Right you are, Blue. For the first time in Avalon Hill's history they have found it necessary to increase their

retail prices to offset the steadily rising costs of production. The price rise has been in effect since March 1, 1966. However, as special dispensation to subscribers Avalon Hill is offering them at their original prices for a limited time when ordered through this magazine. Subscribers must use this order form printed below. Do not send a photostat or copy...this order form must be cut out and sent to Avalon Hill before the deadline of April 1, 1966. (Anyone who hasn't ordered by this date becomes a real April fool.)

CONTEST NO. 12

Ah, Spring is here...and with it comes the annual try-outs for the Avalon Hill Baseball Team. The lineup is practically set except for pitching. If YOU can get by murderer's row, you make the club and a free Avalon Hill game of your choice. All you have to do is to retire all six members of the heart of Avalon Hill's batting order shown on the LINEUP SHEET. You pitch as in the Baseball Strategy game with the difference being that each pitch is selected from the list of stocks below. You must select a different stock for each of the six batters.

The judges will consult the sales-in-hundreds column for closing N.Y. Stock Exchange transactions of Monday, April 11, 1966 found in the Tuesday morning paper. The last digit of the sales-in-hundreds column will act as the die roll and when matched up with the Power Hitter's Chart will tell you whether or not you have retired each batter.

AH Man of the Year

The May '66 issue of *The General* will feature Avalon Hill's Man of the Year, selected in part by you subscribers. Your suggestion, therefore, is necessary in order for your contest entry to be valid. However, winning contests will have no bearing on your suggestions.

Select Stocks from this Group

Ampex	Gen. Elec.	Sears
Chrysler	Goodrich	Polaroid
Food Fair	Goodyear	I. B. M.
Ford	Korvette	White Motor
General Dyn.	Motorola	Zenith

Power Hitter's Chart

1 - Walk	6 - Pop Up
2 - Strikeout	7 - Home Run
3 - Single	8 - Line Out
4 - Ground Out	9 - Fly Out
5 - Double	0 - Safe on Error

How To Win

Ten winners will be named. Winning entries will be those who have retired all six batters, or come closest to doing so. In case of ties, earliest postmarks decide. Winners will be awarded free Avalon Hill games of their choice.

This contest is free to all subscribers. Simply fill in the LINEUP SHEET along with your vote for AH Man of the Year and mail to: The Avalon Hill Co., (new address) 4517 Harford Road, Baltimore, Maryland 21214. Entries must be postmarked no later than April 10, 1966. Print your name and address clearly and make sure you list the game you wish as winning prize. Those who do not wish to mutilate their magazine may send a copy or photostat. Naturally, only one to a customer allowed.

LINEUP SHEET

Batter	The Pitch (Stock)
Schutz (Research)	
Shaw (Marketing)	
Dott (V. Pres.)	
Sparling (Pres.)	
Johnson (Sales)	
Szekely (Production)	

Name _____

Address _____

City _____

State _____

Prize _____

Your suggestions for Man of the Year _____