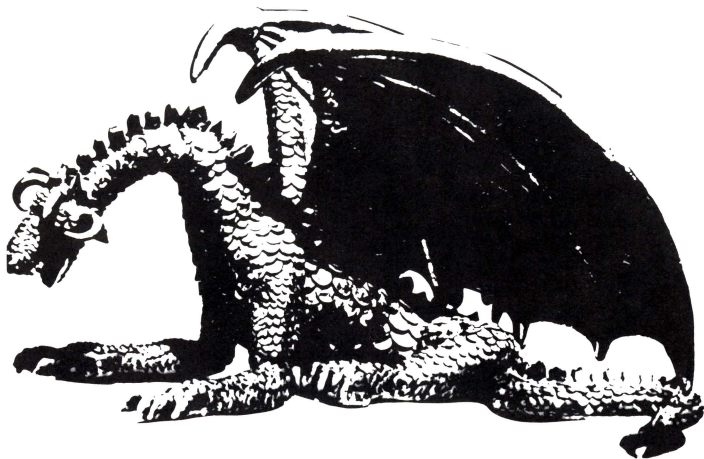


FALL 1980 CATALOG

~~\$~~10,000 Treasure Hunt



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STELLAR CONQUEST \$9.95

Stellar Conquest is the classic game of space cultures in conflict. You lead a complete interstellar society. Stars are explored, colonies founded, technologies are discovered, war fleets built, and battles fought. The fun and challenge are all yours. Stellar Conquest can be played by two to four gamers. Winners tend to be balanced strategists who act decisively under pressure. Components: 17" by 22" six-color map representing 54 star systems, 480 die-cut space ship counters, rules booklet, four summary data reference sheets, 78 star cards for planetary system data, two dice, and eight player record sheets.

GODSFIRE \$11.95

Godsfire is two games in one. The basic version is a battle game, with space fleets and ground forces fighting for control of fifteen planets. A unique movement system makes true three-dimensional movement easy. The advanced game adds diplomacy, subversion, politics--and the chance of Armageddon. You have to gain support from internal political and economic interests (by fair treatment, negotiation, bribery, or force)--or face revolution. Components: 22" by 34" strategic maps; 15 System Sheets, 8 National Government Sheets; 960 unit counters; 616 Gigabuck counters; and rules booklet. Two to 15 players can play for two hours, or a day.

The Fantasy TripTM

is killing monsters, finding treasure, braving danger, joining quests, conjuring magic, and exploring the unknown--the romance and mystery life should be. THE FANTASY TRIP frees your imagination for an evening of fun and adventure. It's the role-playing game for the 80's--the one you've waited for.

IN THE LABYRINTH is the first Game Master's module. It lets you create worlds and guide characters on adventures. Included are Hero Talents and copiable play aids. You will need MicroGame No. 3--THE FANTASY TRIP: MELEE and MicroGame No. 6--THE FANTASY TRIP: WIZARD, or the expanded modules THE FANTASY TRIP: ADVANCED MELEE and THE FANTASY TRIP: ADVANCED WIZARD for playing magic and combat. **\$4.95**

ADVANCED MELEE expands MELEE's basic combat system. New material includes aiming, aerial combat, water combat, critical hits mounts and some new options. If you want more reality and rules for new situations, this is for you. **\$4.95**

ADVANCED WIZARD expands **WIZARD**'s basic magic system into a complete guide to adventure magic. New material include a series of higher IQ spells, alchemy, and magic items. This greatly expanded module is just the thing for masters of the wizardly arts. **\$4.95**

TOLLENKAR'S LAIR is a ready-to-play labyrinth. Game Masters are provided with maps, mapping notes, background, and instructions necessary for a series of adventures. **IN THE LABYRINTH** and a combat and magic module are necessary for play. **\$2.95**

MELEE \$3.95

The man-to-man combat module from **THE FANTASY TRIP**. Players create their fighters and select their archaic weaponry. Then, they must survive slashing arena duels. Winners become more skilled, losers die.

WIZARD \$3.95

The magical combat module from **THE FANTASY TRIP**. Create your own wizard, select his repertoire of magic tricks and turn him loose in the arena. Wizard is fully compatible with **Melee** and adds the exciting dimension of magic to arena combat.

MICROQUESTS

DEATH TEST \$2.95

This **MicroQuest** is a programmed adventure from **The Fantasy Trip**. It is not a complete game and requires the **MicroGame MELEE** for play. It is excellent for solo adventurers.

DEATH TEST 2 \$3.95

Death Test 2 is the programmed/solitaire adventure sequel to **Death Test**. Thorz is really hacked at all the whimps getting through the dungeon. "TRY AGAIN, I DARE YOU," bellowed Thorz at the last batch of mercenaries, all now dead. Requires **Melee** and **Wizard**, **MicroGames** No. 3 and No. 6, for play.

GRAILQUEST \$3.95

This is a programmed/solitaire adventure module about King Arthur's knights of the round table and their quest for the Holy Grail. Concepts of Honor, Chivalry, and medieval ways are realistically incorporated. You are actually a knight of the age seeking to restore the most valued treasure. Requires **Melee** and **Wizard**, **MicroGames** No. 3 and No. 6, for play.

TREASURE OF THE SILVER DRAGON. \$3.95

TREASURE OF THE SILVER DRAGON is a programmed adventure suitable for solitaire or group play. To play this adventure as a game you will also need **MELEE**, **MicroGame** no. 3, and **WIZARD**, **MicroGame** no. 6. You don't have to play this adventure as a game to discover the silver dragon's hiding place. However, those who do play it will have a distinct advantage in understanding.

PRESS RELEASE

A \$10,000 TREASURE HUNT.....

A 31-ounce, sterling silver dragon has been hidden somewhere in the United States. Clues needed to find this silver dragon are in Micro-Quest No. 4, TREASURE OF THE SILVER DRAGON, a fantasy role-playing game module. TREASURE OF THE SILVER DRAGON will be on sale in boxed format on August 20th, 1980, with a retail price of \$3.95.

The person who finds the silver dragon and has it in his possession, GETS TO KEEP IT and CLAIM A \$10,000 CASH PRIZE from Metagaming.

If the silver dragon has not been found by September 1, 1985, there will be a drawing from postcards (included in each game) that have been returned to Metagaming by TSD buyers. The person whose name is drawn will win the silver dragon and the \$10,000 cash.

Metagaming asks that the person who finds the silver dragon before September 1, 1985, *not* reveal the hiding place until that time. This serves to preserve the interest and excitement value of the treasure hunt for initial buyers. However, Metagaming will announce the discovery of the silver dragon, but not its hiding place, as soon as it occurs.

TREASURE OF THE SILVER DRAGON is a programmed fantasy adventure suitable for solitaire play. It is part of a complete fantasy game system called THE FANTASY TRIP published by Metagaming in several game modules that can be combined for increasingly complex play. Buyers need not be able to play the game in order to attempt to find the silver dragon. However, buyers will need Metagaming's MELEE, MicroGame No. 3 and WIZARD, MicroGame No. 6, to actually play TREASURE OF THE SILVER DRAGON as an adventure

FOR RETAILERS AND DISTRIBUTORS.....

Metagaming also offers a special incentive to the Retailer and Distributor. The manager or owner of the retail outlet that sells TREASURE OF THE SILVER DRAGON to the person who finds it will get a five day trip to Acapulco for him and a companion. The distributor who supplies that retailer will also get a five day trip for two to Acapulco. This is Metagaming's way of saying thank you to the people who make our business possible.

=====

MICROGAMES

OGRE \$2.95

The Ogre is a cybernetic tank armed with nuclear weapons--30 meters of incredibly tough, inhumane intelligence. This quick-playing game pits ONE Ogre against a large force of "conventional" tanks, hovercraft, howitzers, and infantry in the year 2085. It's an even match . . .

CHITIN I \$2.95

The intelligent insects of Chelan war for only one reason--FOOD. This tactical masterpiece pits varying forces of genetically-bred Hymenopteran warriors in a harvest bloodbath. Victory is counted in food and bodies collected for the hive.

WARPWAR \$3.95

Players design their own ships in this game of interstellar maneuver and combat. Battles are resolved with a unique DICELESS combat system. Utilizing ship Beam, Screens, Missiles and power you must outguess your opponent to win.

RIVETS \$3.95

The war is over, all are dead, but no one told the robots. Two uncomprehending computer complexes continue producing simple-minded combatants as they slug it out. Their idiot creations need constant reprogramming to even recognize the foe.

OLYMPICA \$2.95

The Webbies have grabbed Mars! Earth will be next if a daring U.N. raid to crack the tunnels of Mars and capture the secret of the WebMind fails. Olympica covers the landing and close combat of the U.N. raid at the tactical level.

G.E.V. \$3.95

Speedy Ground Effect Vehicles, hovercraft, battle armor and infantry in a series of raids in 2085. This sequel to OGRE adds new terrain rules and units, even a train. You won't want to miss this intriguing supplement.

ICE WAR \$3.95

Oil and Russia, these will cause the next war. The ESA, European Socialist Alliance, must smash our Alaskan oilfields. Their snow-trained raiders try to elude sophisticated U.S. satellite defenses in a hide-and-seek strike at Prudhoe Bay.

BLACK HOLE \$2.95

A strange device of the OTHERS enters the solar system. The asteroid mining cartels know its control means dominance. But, what can this donut shaped asteroid with a black hole in the middle do?

STICKS & STONES \$2.95

Survival in the Neolithic past was a harsh, brutal business. This game simulates the development of villages in raids, migrations, and Mastodon hunts. The primitives with spears, bows, and axes and direct trained dogs. A remarkable realistic feel.

INVASION OF THE AIR EATERS \$2.95

Mankind is a mere nuisance to the aliens. They want to convert our air and take Terra. But, man fights back and learns the new technology to survive. This game covers production, landing, technology, and combat on a world map.

HOLY WAR \$2.95

Amtik the god has a universe within him. But, believer and unbeliever battle inside in a Holy War. 3D tactics and a variety of ship types make this one of the most challenging tactical space games ever produced.

ANNIHILATOR/ONE WORLD \$2.95

Two games in one for the price of one! **ONE WORLD** is a humorous, easy-to-learn game of a battle between two gods for control of a planet. **ANNIHILATOR** pits the Space Marines against a computerized space fort-can they blow it?

HOT SPOT \$2.95

The rebels are running, away and out of fuel. Chiros has the fuel factories but they float on "crustals" in a sea of molten lava. Can the rebels survive the heat and capture a crustal? Will help arrive in time? Will defenders melt rebel Ardor?

ARTIFACT \$3.95

Lunar expedition discovers "artifact" . . . U.S. technicians attacked by moon commies . . . scientists confirm "artifact" is "alien" . . . laser-armed Rovers fight for control . . . details at 11:00.

DIMENSION DEMONS \$3.95

To be released November 1st.

MICROHISTORY GAMES

ROMMEL'S PANZERS \$3.95

Blazing tanks battle it out in North Africa. Under a burning sun Panzers, Matildas, Crusaders, Stuarts, Grants, and 88s are pitted in a slug-fest. The first Historical MicroGame.

RAMSPEED \$3.95

This is a fast game of maneuver and combat with ancient galleys. Each player uses his 'point' allotment to build a fleet of ships. Each ship has size, rowers, boarding parties, and missile weapons. Combat includes ramming, boarding, and shearing.

STALIN'S TANKS \$3.95

To be released November 1st.

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